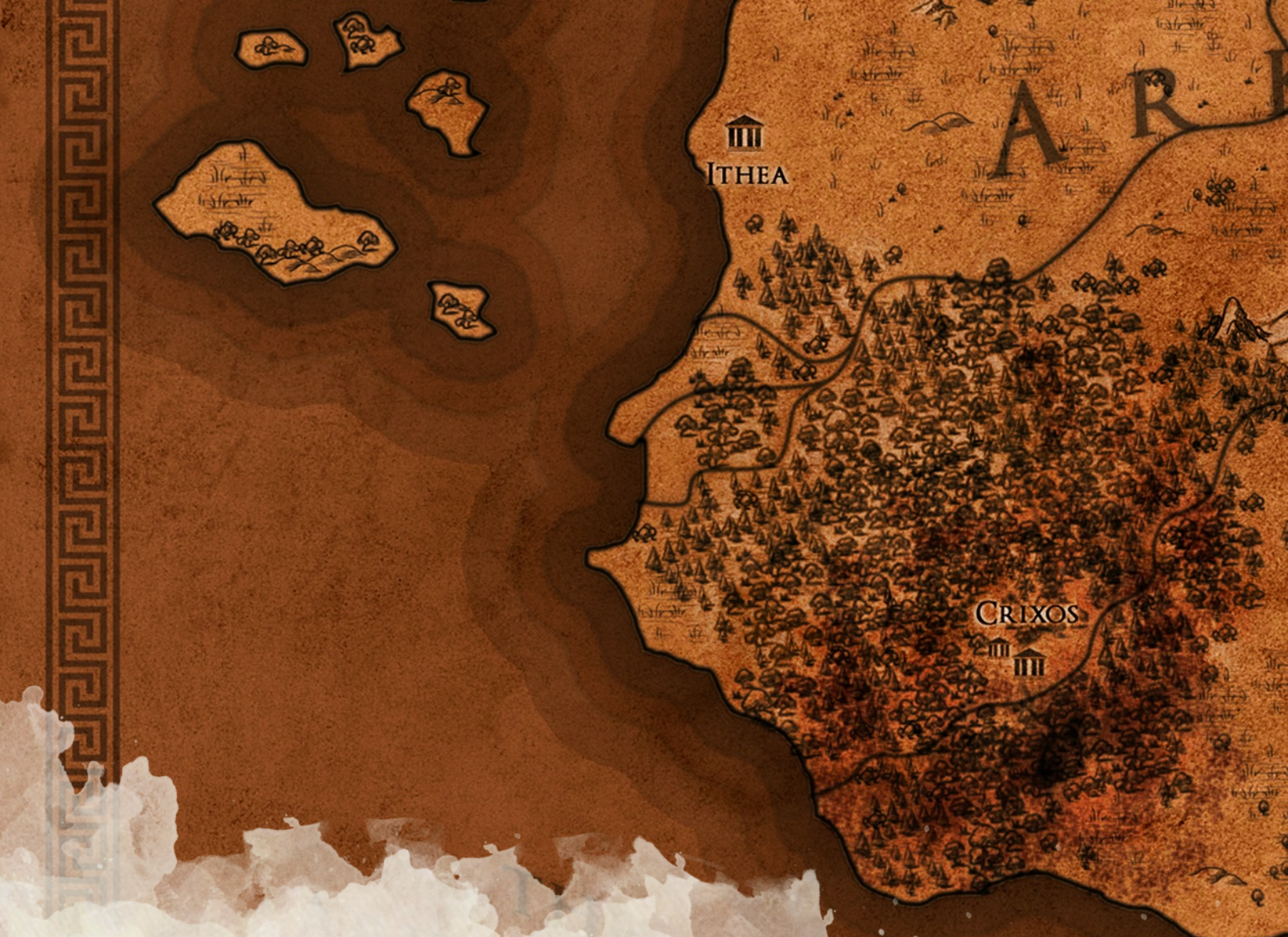


FATE OF THE ORACLE





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INTRODUCTION

On lost Scyllaea, under grey sky where the land met the wine-dark sea, so stepped the goddess Thessa out unto the break of waves. The waters churned before her and from those roiling depths rose the great titan, black coils unfurling from the seething waters, a dark mass of undulating flesh, black upon frothing waves, and, at its heart, did open a terrible maw, as if to drink the sea and swallow the land and grey sky.

So shone the points of Thessa's trident, dull under that leaded sky, and her eyes were as the sea, a great calm beneath the fury, for she saw her mark upon the beast, soft, the allowance of fate. And under the wheeling sky she struck, and thrice her trident sang as the beast's blood plumed like black oil into the brine. Blind with pain the titan thrashed, and in that churning tumult did set its limbs and great waves against shining Scyllaea. Spires crumbled and a thousand voices cried as waves took the land. The titan fled then, as ruined pillars slowly sank, plunging down to the cold quiet of the abyssal depths, alone to bleed into the void.

The tide ebbed and calmed, and seafoam lapped her thighs, the taste of salt upon her lips. And though Scyllaea was lost beneath the waves, so the sea was hers, claimed by right, and all its bounty. This is her gift to Arkadia: calm seas, gentle shores, fish in full nets, and the fair winds that bring ships home.

Yet still her great foe lives, deep beneath the waves, bleeding blood black as ink into the cold eternal night of the silent depths. As a great shadow it writhes in the dark, causing violent storms that shatter ships and set the waves against the shore. Thus is the charge of Thessa, she who watches the sea, and waits for the day when the beast shall rise again.

RUNNING THE ADVENTURE

Fate of the Oracle is an adventure for five 1st level characters. Over the course of the adventure, the characters will advance to 5th level. The adventure is set in Arkadia, a bronze age world inspired by ancient Greek mythology and history. The adventurers will explore the dry hills, ancient ruins, and perilous coast of the Trident, a region of Arkadia. You do not need the Arkadia setting and player's guide to run this adventure. All of the monster stat blocks and magic items referenced throughout the adventure can be found in the book's appendices. The "Background" section provides context to help set up the adventure. The "Overview" section outlines how the adventure and the player characters will progress.

BACKGROUND

Before the age of men and shining bronze, there was an age of darkness, of titans terrible and great who held dominion over the earth. From that darkness rose the gods of Arkadia: Hyperius, Thessa, Krytos, and all the rest. With great weapons forged by the god Erebus, they drove the titans back to the corners of the earth.

Thessa, with her shining trident, wounded the Maw, a terrible beast of the abyssal depths. Yet her victory was not without cost, its price the destruction of Scyllaea. The great civilization of the sea elves was lost, sunk beneath the waves. An ancient prophecy tells that Scyllaea will one day rise from the depths when the titans return.

For uncounted ages Arkadia flourished, the mortal races united against the echoes of the titan's darkness, ever lurking just beyond the threshold of their fair land. Now ill omens come to those with the gift to read them. On Arkadia's western shore, the land of Thessa's people, disquieting whispers stir. Sailors speak of monsters in the deep, great storms, and strange islands rising from the depths.

The city of Illos stands at the Trident, where that forked river meets the sea. It has long been ruled by a line of wise and just kings and queens, but now faces a dark fate. Alexandra, a powerful oracle and heir to Illos' dolphin throne, has gone missing. Her ailing father has called for aid to find her and help defend his land from the terrors of the roiling sea. However, the changing tides are but a catalyst for greater darkness. A mysterious woman in a golden mask seeks to use the princess to harness the fury of the depths for her own nefarious designs.

OVERVIEW

The adventure is divided into 4 parts. It is intended for new characters, beginning at 1st level and progressing to 5th level over the course of the adventure.

Part 1 "The Sunken Temple". The adventurers are traveling along the coast to Illos when they chance upon a ruined fishing village. They discover that the village has been attacked by merrow, alien creatures from the depths of the sea. From the survivors of the attack they learn that many of the villagers have been taken captive and dragged to a strange island that has risen from the depths. The characters must explore the ruined temple on the island and search for the villagers before they are slain, or worse. They rescue the villagers and must escort them to the safety of Illos. Completing this part of the adventure advances the characters to the second level.

Part 2 "Illos". The characters arrive in Illos only to find that Leandros, the king who summoned them, has died. They arrive during his funeral rites and find that the real power in Illos lies not with his son, Hektor, but with a vile advisor named Xanthos. He seeks to claim power for himself, through his kraken-worshipping cult, and does not take kindly to the interference of the adventurers. Xanthos is forced to accelerate his plan and attempts to sacrifice Hektor to a kraken hatchling in order to solidify his power in the city. Once the prince is saved and Xanthos is dealt with, the adventurers learn that the advisor sold the princess, Alexandra, to Psysserians led by a mysterious woman in a golden mask, who are seeking out a fabled lost island of Atressos. The adventurers set out to find a person or creature who may know the location of this mythic

island. Several villagers in Illos also provide hooks for a number of short adventures in part 3. Completing this part of the adventure advances the characters to third level.

Part 3 “The Labors of Fate”. This section of the adventure provides the characters with a number of small adventures around the Trident and the larger region of Ithea as they search for the fates, oracles of legend who may be able to guide them to the lost island where the princess Alexandra has been taken. They will seek the counsel of a wild centaur and a clever sphinx in order to find the stygian lair of the fates, crones driven mad by the curse of prophetic sight. They may also perform several tasks to help the villagers of Illos, including finding the city’s ancestral sword in a haunted tomb (now the lair of a minotaur), and driving back a band of Gargaran orcs who serve a young hydra in an ancient dwarven ruin. As they travel they will encounter many denizens of Arkadia, from satyrs to cyclopes. This part of the adventure is very open, allowing the characters to explore Arkadia. Ultimately, by either bargaining with or defeating the fates, the characters will discover the way to the lost island of Atressos. By the end of this part of the adventure, the characters should be 4th or 5th level, depending on how many of the optional adventures they pursued.

Part 4 “The Lost Island”. Following the fates’ guidance, or using their Eye, leads the characters to Atressos, the peak of a sunken ziggurat rising above the waves. Their ship is battered by a storm and they arrive on the island to find they are not alone. The Psysserians, led by the gorgon Soraya, have been on the island for some time, searching the ancient ruins for lost magics and preparing for the ritual to sacrifice the princess Alexandra. Using the princess’ royal Scyllaeian blood, Soraya seeks dominion over the merrow, kraken, and other monsters of the deep. The characters have the opportunity to stop her before the storm reaches its peak and the ritual is complete. Characters should be fifth level by the end of this adventure.

ADVENTURE HOOK

The characters are in the shining city of Ithea when they hear a plea from the messenger of a minor Arkadian king, Leandros of Illos. The messenger came to Ithea seeking the aid of the city, but was told the city could spare not a single ship nor spear as it was mustering its own defense. He bears a scroll, marked with a seal depicting three leaping dolphins. The scroll tells that Leandros’ heir and daughter, the princess Alexandra, a powerful oracle, has gone missing. His sailors are beset by strange creatures from the deep, and can neither fish nor trade. Thus he has sent for warriors, philosophers, and all who carry the gifts of the gods. For the safe return of his daughter, he has promised a hundred thousand Tridents, the silver coins of Ithea. You can read more about the city of Ithea in the Arkadia setting book.

ARKADIA

This adventure is set in the world of Arkadia, an ancient bronze age land inspired by ancient Greek history and myth. It is intended to be used with the main Arkadia book, but can be played with only the basic Fifth Edition rules.

Fantasy Over History. Arkadia is inspired by the history and myths of ancient Greece and the classical world, but it is not a historical setting. Arkadia blends historical elements with those of myth and traditional fantasy to create something new.

An Age, Not a Time. Arkadia is not rooted in a year or bound to a chronology of events. The world is painted in broad strokes that depict a sweeping age defined in relation to its mythic past.

Bronze Before Iron. Arkadia exists in an age of bronze. Many weapons, armor, and items are different than those you would find in traditional fantasy. Instead of finding rapiers and crossbows, in Arkadia you will take up the spear and sling.

Ancient Magic. Though the spells you will be casting in Arkadia are familiar, the style of magic is mythical rather than medieval. To this end, we encourage you to instill your spells with mythic flavor; instead of the spell spirit warriors conjuring angelic figures, it could instead summon a host of spectral hoplites, the spirits of your ancestors or fallen comrades, their arms and armor still scarred and pitted from their final battle.

Age of Heroes. Though the presence of the gods can be felt throughout Arkadia, they are distant in a world shaped by the reverberations of their myths. Though their presence and the echoes of their deeds can be felt throughout the world, they are no longer physical beings walking among mortals. It falls to mortal Heroes to take up the torch and decide the future of Arkadia.

Many Gods. Though certain races, places, and classes in Arkadia are connected to specific gods, all gods are worshiped in all places. An Illyrian sailor might pray to Thessa for fair winds and calm seas before embarking on a voyage, just as an Ithean youth might pray to Lyria for their affections to be returned.

Gods at the Source. All magic in Arkadia flows from the age of gods. As in Greek mythology, all supernatural or fantastical elements in Arkadia — monsters, magic items, and even your heroic powers — are believed to ultimately stem from the gods or the titans.

If it Exists in 5e. If it exists in another source book, it might exist in Arkadia. Many races and classes from the basic game would be at home in Arkadia, while others might challenge the tone or themes of the setting. Ultimately it is up to your Game Master to decide what is appropriate for the version of Arkadia that is played at your table.



PART I: THE SUNKEN TEMPLE

Leandros, the king of the seaside city of Illos, has sent call for aid. His heir and daughter, the princess Alexandra, a powerful oracle, has gone missing. His sailors are beset by strange creatures from the deep, and can neither fish nor trade. Thus he has sent for warriors, philosophers, and all who carry the gifts of the gods. For the safe return of his daughter, he has promised a hundred thousand Tridents, the silver coins of Ithea.

The road to Illos follows the coast. It winds along the base of dry, brush-covered hills, overlooking the blue waters of the sea. Sometimes it wends close to the sea, where lapping waves roll against gentle white sand. In other places, the waves break far below, down rocky banks covered in dry grass and wildflowers.

You travel past the pillars of ancient ruins, worn stones open to the wind and sky. Sometimes you pass a vineyard of wizened olive trees, or a tumbled shepherd's wall, the goats distant white blotches on the arid hills, their bleats and clatter of bells carrying over the rock and scrubgrass.

FISHING VILLAGE

The dusty road that cuts through the dry Arkadian hills gives way to the sand and rock of the shore. Sheltered behind the rocky, cypress-dotted spar of an inlet rests a small fishing village. Stacked stone

houses cluster around several larger flat-roofed buildings, the white plaster of their walls cracked and crumbling. On a sandstone rise sits a low, square tower. A faint trail of smoke rises from the top. In the distance, out over the breaking waves, a small jagged island marks the horizon, crowned with the pillars of an ancient ruin.

Illos is still several days' travel away, and this small, nameless fishing village is not large enough to be marked on a map. A dozen Arkadians lived in the village before the storm. Several lie dead on the shore, armed with fishing spears and bearing wounds from their struggle with the merrow, the white sand around their still forms stained dark with blood. Many villagers are missing, taken by the merrow's nets. A DC 13 Wisdom (Survival) or Intelligence (Investigation) skill check reveals almost half a dozen trails from the village to the water, where nets carrying medium-sized creatures were dragged. The trails have been erased by the tide as they draw close to the sea, but it is clear they point in the direction of the island on the horizon.

A dark figure moves silently towards the water, its long serpentine tail cutting a winding trail in the sand. One clawed, web-fingered hand grasps a trident, the other clutches a heavy net, binding a crumpled form. The creature's hulking scaled shoulders undulate as it drags the bulging net across the sand. It pauses, turning its flat face as if to scent the air. It opens a wide protruding jaw of needle-sharp teeth as it stares blankly with wide, expressionless eyes, silver as a dead fish.

A **merrow raider**, armed with a trident, is dragging a villager towards the sea. Since its net already holds a quarry, it cannot use its net attack. A second merrow raider swims in the shallows and can be seen from the shore with a successful DC 13 Wisdom (Perception). The second merrow will attempt to surprise any character that attacks the other.

The merrow each carry a trident, carved of driftwood and tipped with the long serrated teeth of deep sea creatures. The merrow's nets are woven from seaweed, weighted down with smooth stones. If the nets are not destroyed they can be used by the players.

Tellias is a **commoner** entangled in the merrow's net. He is wounded, his leg punctured by a trident, and only has 1 hit point remaining. If freed, though limping badly, he will guide the characters towards the tower on the rock where the village elder was taken for safety.

Lighthouse Tower. The lighthouse has a wooden door that is barred from within. The door can be forced open with a DC 13 Strength check, though Thyia will open the door if she hears Tellias' voice or is convinced the threat of the merrow has abated. Inside, a worn ladder leads to a wooden loft. A second ladder leads up from the loft, through a trapdoor onto the flat roof, where a large clay basin holds the smoldering embers of a fire. Inside, Kadmos, a **commoner**, and his protector Thyia, a **hoplite**, took shelter from the storm and have since barricaded themselves against the merrow. Thyia, a muscular young woman with her dark hair braided over one shoulder, wields a weathered fishing spear. Kadmos, the village elder, stands stooped, leaning on a gnarled staff for support. His skin is tanned and leathery, that of an old sailor.

Kadmos tells the characters a strange tale. Read or paraphrase the following passage.

"A fortnight our nets came up barren. Ill omens we saw, gulls flying inland, even the sirens quieted their song. Last night storm broke, the sea roiled and churned, setting the very fury of the depths against us... then the wave came. Like nothing I've seen in all my years — a great wall of water, high as the walls of Old Kryta. We prayed for Thessa to shield us.

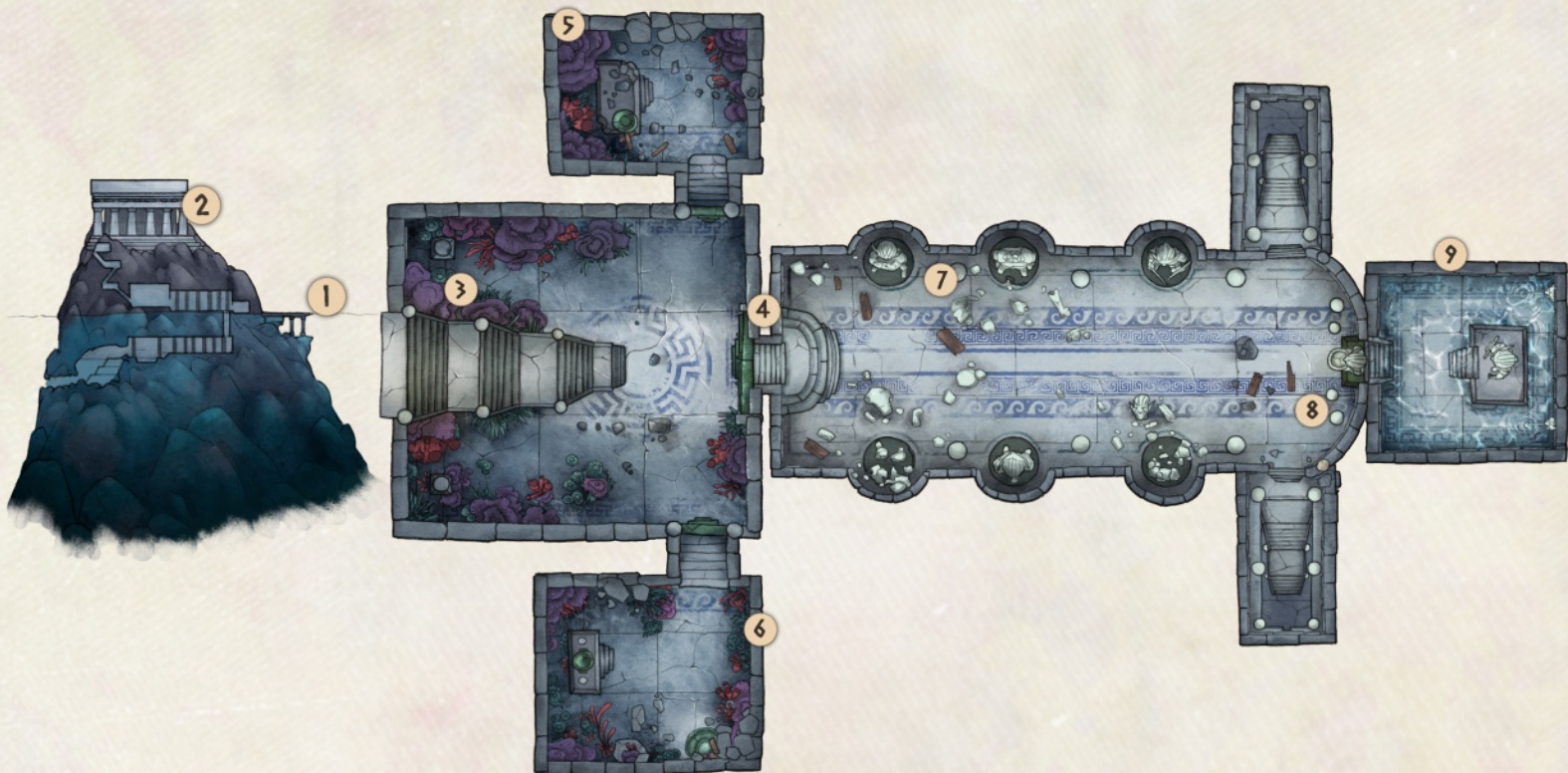
In the morning we looked out and saw that accursed isle, risen from the depths. The merrow came with it, armed with tridents and nets, they rose from the surf, killing those who fought, and capturing those who fled. The vile creatures dragged my people into the waves, swimming for that drowned place. Please, take our last fishing ship to the island, find my people if they yet draw breath, and bring them back to our land."

The rest of the village, including several small stacked stone houses and the other two large white plastered structures, has been pillaged. Battered by the storm and the raiding merrow, little of use remains among the wreckage.

Where once wooden docks and fishing traps extended into the shelter of the inlet, now only a few wooden posts and scattered timbers remain, half buried in the sand. Among the wreckage and seaweed is a huge bloated tentacle. Gulls cry, circling above and pecking at its swollen flesh. Many dead fish are washed up on shore among the debris. A DC 13 Wisdom (Survival) skill check reveals that the fish are from the deep ocean.

The shells of smashed fishing ships lay broken along the shore, with shattered masts and timbers. Among the scattered wreckage are large clay jars, some buried in the sand, others lying in fragments. One ship, overturned and washed high on the beach, is mostly intact. Though its mast is broken, it can be rowed and is large enough for five medium-sized creatures to fit comfortably or ten with a squeeze.





THE SUNKEN TEMPLE

I. THE ISLAND

The island is a mass of limestone, barren save for the temple at its apex. Three sides of the rock are steep cliff, but the leeward side, facing the shore, holds a rough stair carved into the stone. Climbing the sharp, wet rock of the island's other sides requires a DC 17 Strength (Athletics) skill check. Jagged spars of rock protrude from the choppy waters around the island, requiring a DC 15 Strength (vehicles: water) check or risk damaging the ship.

From the island's leeward side a stone jetty projects out into the sea. The sea water is waist deep on a medium creature. The limestone looks green and sways beneath the water's surface. Two deep eels nest in the broken rocks around the island and will attack any creatures that enter their waters.

The stones of the shore, though worn, are clearly masoned. The water laps the edge of stone steps. The stairs, like the natural rock of the island, are encrusted with barnacles and slick with sea slime. The top of the wide staircase is flanked by a pair of statues. One is destroyed, little more than the stumps of stone legs rising from a marble plinth, ruined by the sea. The other, crusted in the green of lichen and sea slime, is the likeness of a tall elf, worn featureless by the sea. A DC 10 Intelligence (History) check reveals that the elf is Scyllaeon.

Waves crash loudly upon the island's cliffs, draining back into the white-capped churning below. Gulls circle above, diving for crabs and fish from the deep sea lying helplessly on the wet stones. The surface of the island is a flat courtyard. Water pools in the shallow basins of masoned flagstones, worn smooth by the sea. Beyond them is the temple.

2. THE TEMPLE

The looming pillars of the temple are encrusted with barnacles and hanging seaweed. Brackish water pools on the wide worn steps leading to the temple's entrance.

The pediment that crowns the columns and the frieze that runs beneath it are carved with undulating lines, faint figures lost amid the coils too worn to discern what images they once held before sand and salt reduced them to unsettling abstractions.

The columns form a rectangular hall; at its far end, a massive stone statue stands. A DC 12 Intelligence (History or Religion) check reveals that the figure is Thessa, though the arm that once held her iconic trident is long lost. Her figure, worn into rough outlines by the sea, is encrusted in coral, her face a pocked mask of barnacles. The base of the raised dais on which the statue stands has a rectangular doorway, partially obscured by a curtain of dripping seaweed. Behind it, a stair descends into the cold wet stone.

3. ENTRANCE HALL

The temple was long sunken beneath the sea. Signs of ages spent beneath the waves mark every surface. Wet sand clings to the stones, thick with barnacles, coral, and the stench of brine.

Water drips irregularly in the dark, echoing off the cold stones. The air smells of fish and sea brine. At the bottom of the stairs before you looms a green bronze door, splotted with dark patches of algae.

This main hall has four doorways: the stair and the sealed bronze door across from it, and two doors to either side. A DC 15 Wisdom (Survival) check reveals that two serpentine creatures moved through this hall to area 5, leaving a snaking trail on the wet stones.

4. SEALED DOORS

Beneath the grime, these bronze double doors each hold the raised figure of a Scyllaeen elf, their palms meeting at the hairline seam between the doors. The door has a mechanical lock as well as an *arcane lock* spell cast on it. The Strength (Athletics) check to defeat the arcane lock is DC 30, and the Dexterity check to bypass the magical lock using thieves' tools is DC 25. Casting a *knock* spell on the door suppresses the magical lock for 10 minutes, lowering the DCs by 10 during that time. The mechanical lock remains intact if the magical lock is bypassed.

5. NORTHERN CHAMBER

A creature that succeeds on a DC 13 Wisdom (Perception) check by the doorway can hear the soft scrape of scales on the stones inside. Two **merrow neophytes** and a **merrow raider** occupy this chamber, sifting through the drowned wreckage within.

Reliefs. The walls of this chamber are carved with intricate reliefs. Though worn by the sea, their shapes can still be discerned. On one panel, Scyllaeen elves kneel on the shore as a terrible beast rises from the sea. On the next: a Scyllaeen woman, shackled and chained to a rock, as tendrils rise from the waves to claim her. The last panel depicts Scyllaeen elves on the shore, dragging nets filled with the bounty of the sea: fish, shells, and pearls.

TREASURE

Amid the chunks of corals and broken masonry are the remains of a votive altar. Several small stone statues, worn by the sea, lie smashed in fragments upon the glistening wet flagstones. A bronze bowl lies cracked on the floor. 55 blackened silver Tridents lie scattered among the debris. They bear striking similarity to Ithean coins, though clearly they are far older. Among them are also a small siren statuette, carved of cracked and yellowing ivory (worth 10 gp) and a long hooked bronze temple key to the door in area 4.

6. SOUTHERN CHAMBER

This room is empty, save for a votive altar carved from a block of limestone at its far end. Barnacles and the petrified limbs of alien sea life bloom from the remnants of statues and worn stones.

Reliefs. The walls are carved with reliefs. In some places they are worn away; in others, they are obscured by barnacles and lichen. Only one panel is discernible, showing a Scyllaeen elf carving a great obelisk that towers over the sea. The writing on the obelisk, though small, is discernible as Scyllaeen. The spells, *comprehend languages*, *detect magic*, and *identify* are written on the obelisk as they would appear in a wizard's spell book.

TREASURE

Scattered amidst the chunks of coral are several objects from the altar. 35 blackened silver Tridents glint dully, scattered across the wet stones. A small, overturned bronze basin lies in the corner, half buried under rubble and chunks of skeletal coral. If the basin is turned over, a white fire fills it, burning with no heat. The *continual flame* spell cast on it long ago still holds, and this flame will continue to burn even under water.

7. HALL OF STATUES

The doors open inward with a low rumble and a shower of dust. Fine stone dust, long undisturbed, covers every surface in this hall. The air is stale and still.

The rooms beyond this sealed door were protected from the sea and have been preserved since the temple sank. They are dusty and dry. Three skeletons lie on the other side of the door, clad in the thin remnants of cloth vestments. Under the gaze of *detect magic* their bodies radiate faint traces of abjuration magic. They are priestesses who gave their lives to seal the temple doors against the deluge when the temple sank.

TREASURE

The vestments, faded blue cloth lined in gold, all but disintegrate to the touch. A DC 10 Intelligence (Religion) check identifies them as priestesses of Thessa. One of the skeletons wears a bronze ring, green with patina. It is set with a beveled oval of lapis lazuli, deeply engraved with a siren whose lower half, rather than a fishtail, is a mass of twining tentacles (20 gp).

Dust fills this hall like a layer of ash. Alcoves line the walls, each with a figure carved of white marble. Many bear the marks of ancient damage, cracked or split, pale stone heads and arms lay scattered amid dust-covered rubble on the flagstone floor. The broken figures resemble tall elves, cold and beautiful.

Low-ceilinged doorways at either side of the hall open onto narrow rooms, each with a rectangular stone well around a stone stair, descending further into the temple's depths.

8. SECRET DOOR

In the rounded northern end of the hall stands a life-sized statue of an elven woman, bare and unadorned, save for the carved basin she holds in outstretched hands.

This statue is a secret door that can rotate to reveal the treasure room beyond. Under the gaze of *detect magic*, the statue radiates a faint aura of abjuration magic. The door opens, the statue pivoting to one side, only if the bowl is filled with liquid, such as water, wine, or blood. A worn elvish inscription on the lips of the basin reads “offer now unto the sea the wine of mortals and behold its bounty.” Once the door is opened, the contents of the bowl begin to drain. The statue rotates closed after a minute when the water has drained, although a heavy obstruction or wedge placed in the doorway may prevent it from doing so. The door can be opened from the inner side by a DC 15 Strength (Athletics) check.



9. TREASURE CHAMBER

A narrow door opens into a wide chamber. The room is a pool, its walls and floor tiled with mosaics of sea creatures. At its center, a bronze statue stands on a stone plinth, adorned in bronze armor with spear and shield. A short set of stone steps descend into the pool of clear shallow water. Beneath the surface, you see the glint of treasure: a fortune in pearls, and blackened silver coins.

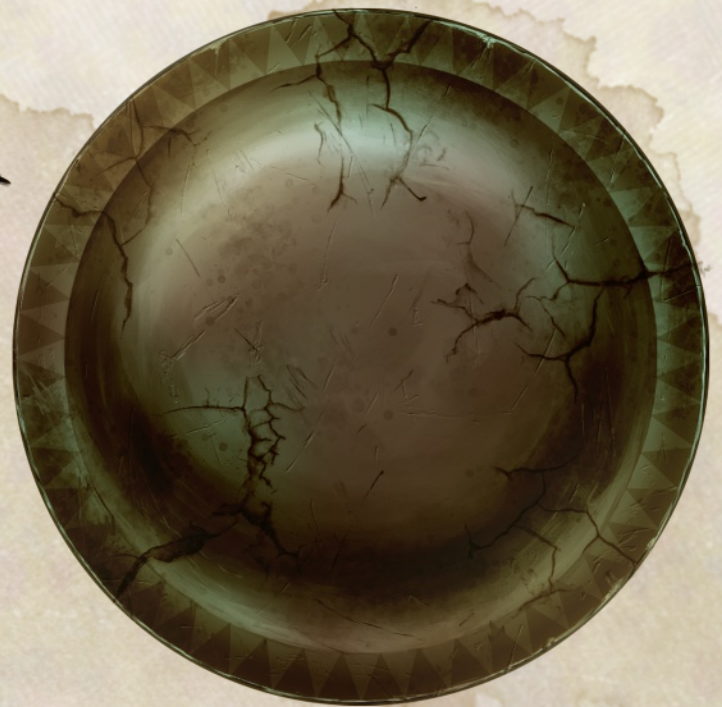
From the central plinth, fish-headed limestone spouts pour water into the pool from open mouths. The water is brackish. A DC 13 Wisdom (Survival) check determines that the fountain must be fed by runoff from the surface, mixing rainwater with that of the sea.

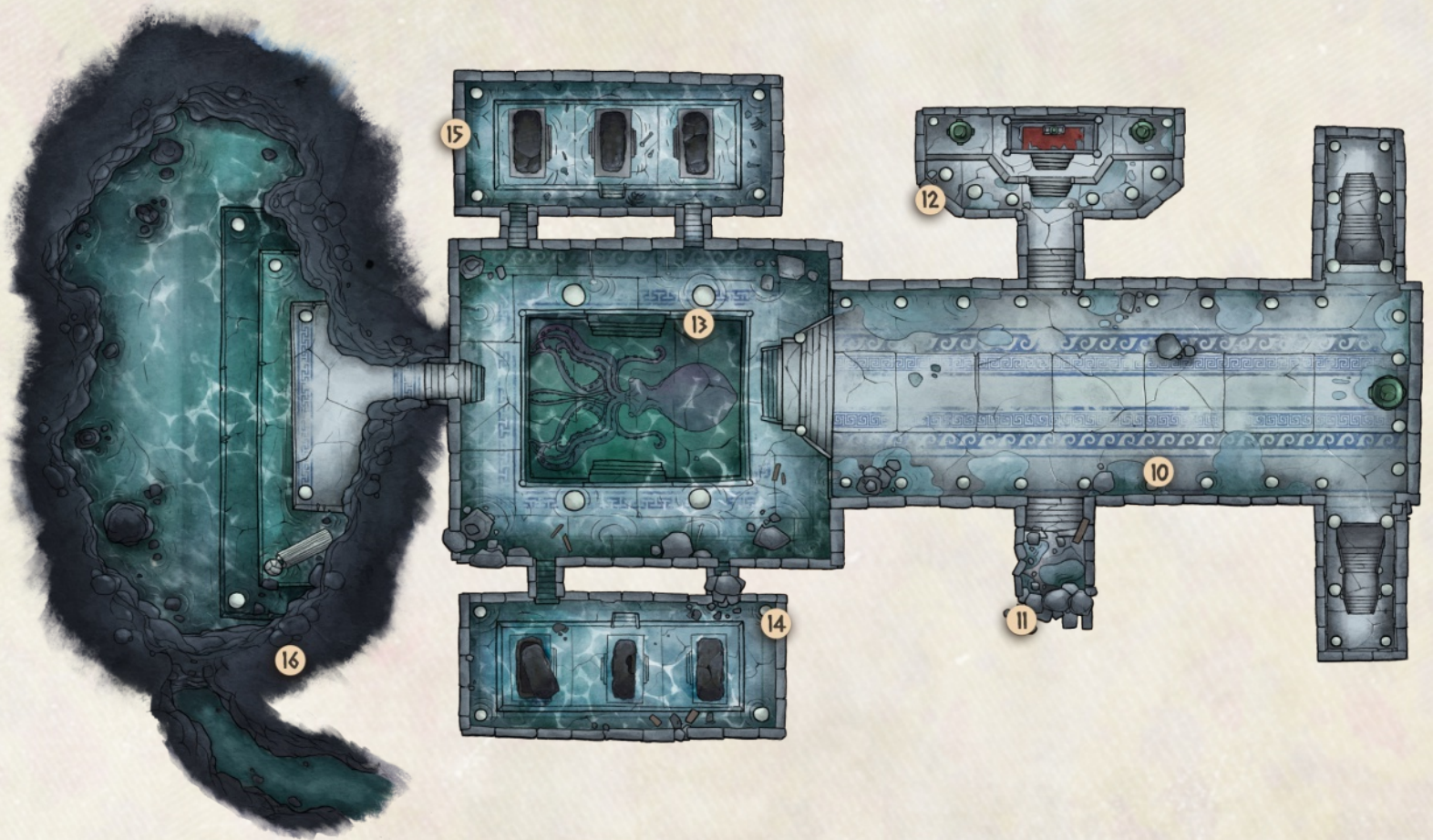
Bronze Guardian. The life-sized bronze statue standing atop the central plinth is an animated **bronze statue**. It is an elvish warrior, every detail of her muscles cast in smooth, dull bronze. The statue is adorned in an ornate heroic panoply worth 1000 gp. Her spear is solid bronze and too heavy to be used effectively by most other creatures. Her shield, though she cannot activate its power, is an **Ancient Hoplion**.

If the door was opened with any liquid other than blood, the statue will awaken to defend the treasure. If the statue leaves the treasure room, the magic that created it will fail, and it will shatter into fragments of metal. If it successfully defends the treasure, it will return to its pedestal.

TREASURE

Underwater treasure is scattered across the mosaic tiles. 30 small misshapen pearls (5 gp each), 12 small imperfect pearls (10 gp each), and 2 pearls (100 gp each) glint dully under the water along with 200 blackened silver coins, ancient Tridents.





10. LOWER HALL

A pair of worn stone staircases lead down into the lower portion of the temple. The lower hall, like the sealed area above it, was never drowned when the temple sank, but has now begun to flood from worsening cracks in the temple's south side caused by its rise from the depths.

The back wall of this hallways is carved with a long relief depicting a procession of robed elves, split by a long horizontal crack. Water flows from it, scintillating in a shimmering curtain over the carved stone. The floor is tiled in cracked mosaics.

11. BLOCKED PASSAGE

The doorway to the south is filled with rubble and the passage beyond is entirely collapsed.

Water leaks through the tightly packed stones. Amid the stones are ancient skeletal remains, crushed beneath fallen rocks.

12. ALTAR CHAMBER

The doorway to the north leads to a small shrine room.

An altar with a carved statue of an elf stands between two bronze braziers, their fires long gone.

A skeleton lies crumpled in front of the altar, and another sits slumped against the far wall.

TREASURE

An ornate-handled bronze dagger lies on the ground next to the skeletal remains by the altar. Another dagger, identical to the first, is lodged between the ribs of the other skeleton, over their heart. A DC 13 Intelligence (Investigation) check determines that one of these priests or priestesses killed the other, then themselves. The daggers are *Lovers' Blades*. Their handles are shaped like beautiful androgynous elves.

13. FLOODED CHAMBER

This chamber has been flooded by widening cracks in the temple's southern side, caused by its resurfacing.

The lower hall ends in wide stone steps, descending into a pool of cold waist-deep water smelling of salt and sea.

This chamber once housed a bath in a large rectangular pool at its center. Now the entire chamber is flooded, concealing the pool below. The water in the flooded chamber is only 3 feet deep around the perimeter of the room, but at the room's center where the pool once was, it is 7 feet deep.

Three deep eels have slipped through the widening cracks in the adjacent chamber and are trapped in this pool. Two more deep eels swim in the flooded chamber beyond the burial shaft and will dart into the main chamber one round after the others attack their prey.

The exit to this room is a narrow passage on the far side. Narrow steps descend into a narrow low-ceilinged passage. The surface of the still black water is less than a foot from the heavy ceiling stones. Narrow steps on the far side lead up into the next chamber.

Burial Shafts. Four low square shafts, just wide enough for a medium creature to squeeze through, are positioned along the base of the wall under the murky water. Two are along the southern wall and two are along the northern wall. They are 2 feet wide and 10 feet long.



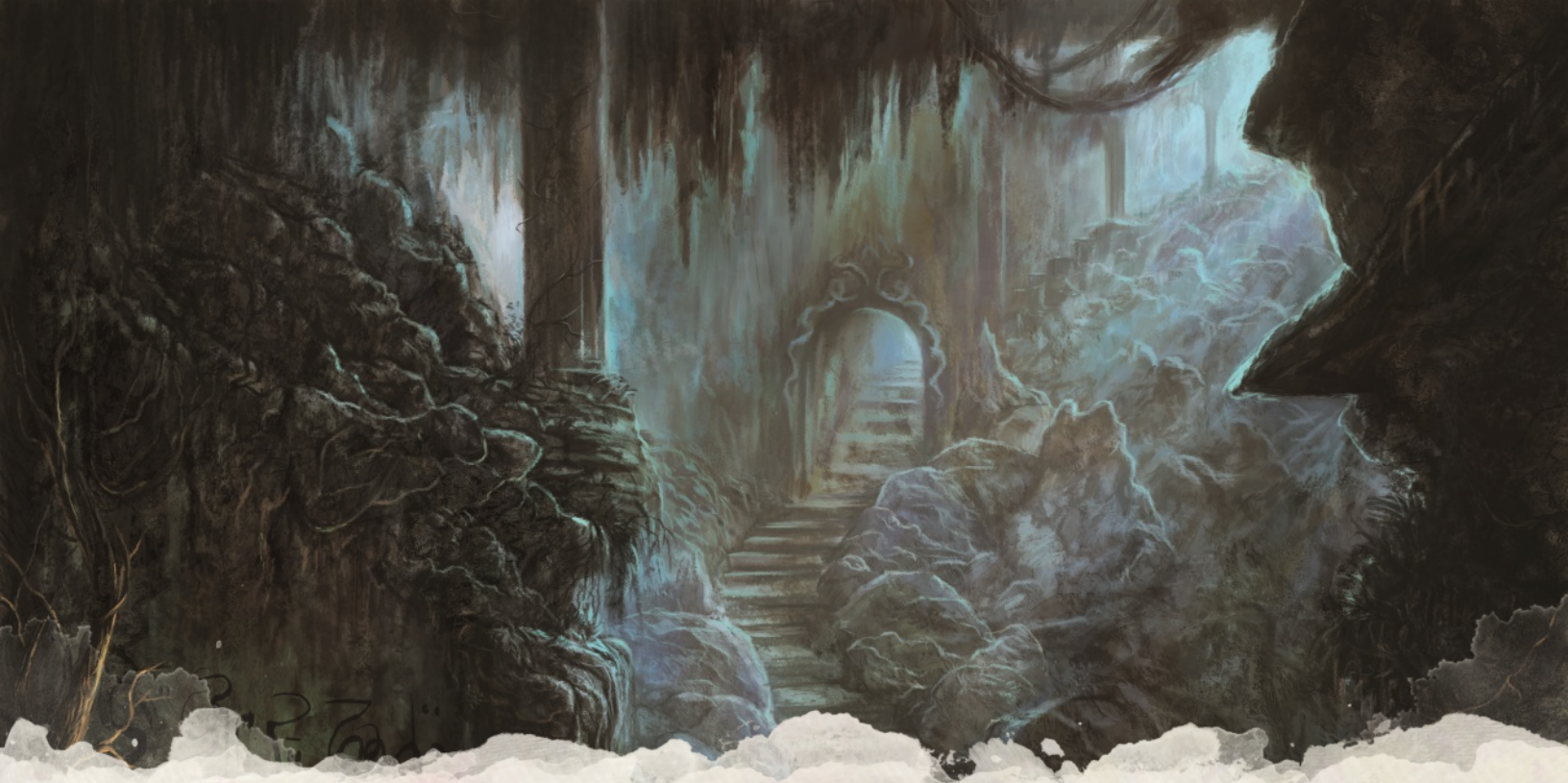
14. SUBMERGED CHAMBER

The narrow southern shafts slope slightly down. One of the southern passages is blocked halfway by a collapse. The other connects to a flooded tomb, with three heavy stone sarcophagi, entirely underwater. Pressurized sea water pulses through black cracks in the far wall. A DC 15 Strength check is needed to push off a sarcophagus lid. This check is made with advantage, as the chamber is underwater. Inside are the bones of priestesses of the temple, adorned only with lead burial masks in the form of their faces.

15. PRIEST'S TOMB

The narrow northern shafts slope slightly upwards. This tomb is flooded with 2 feet of water. A scattering of bones lie below the water's surface. Three stone sarcophagi sit in this chamber, their heavy stone lids just above the surface of the dark water. The sarcophagi in this chamber are the same as in the other, except the middle sarcophagus. With a successful DC 13 Intelligence (Investigation) or Wisdom (Perception) check, a character will notice the scuff marks on the lid: it was opened and closed once before.

A priest attempted to preserve himself until the temple returned to the surface. He sealed himself in the sarcophagus and scratched mystical signs on the inside of the stone lid. A DC 15 Intelligence (Arcana) check deciphers them as something similar to a *sequester* spell. The spell did not work as intended however, and over the ages turned the priest into a **ghoul**. Shortly after the sarcophagus is opened, he will awaken. He still wears the tattered vestments of his station as well as green copper armbands shaped like coiling tentacles (5 gp each).



15. QUARRY CAVERN

Rough stone steps lead down into the dark. The blocks of the walls give way to uncut limestone, slick with algae. The steps wend down through the rock, ending at a square stone landing in a flooded cavern. Small waves lap just below the edge of the stone landing, their faint rhythm echoing off the vaulted natural rock of the ceiling.

A second stone landing, 2 feet beneath the lapping waves, projects out 10 feet into the chasm like a massive step. A third tier of stone, 2 feet lower, projects out another ten feet. The cave once served as a quarry for the limestone used to build the temple. The limestone steps disappear down into black depths.

This pool of water connects to the ocean outside via a wide natural flooded tunnel in the rock. The tunnel exits on the island's far side. This opening is approximately 50 feet below the surface of the crashing waves.

Floating on the surface of the water you see dark shapes, bobbing on the gentle tide. They are bodies.

Six unconscious villagers are floating in the water of the underground lake. The merrow took the villagers to turn them into merrow. The villagers are diseased with a charybdiian affliction, and will begin to turn into merrow if they are kept in the water. If they are removed from the water, they will awaken and fully recover in a matter of days.

A merrow acolyte and two merrow neophytes tend to the villagers, their serpentlike forms moving like shadows beneath the green water.

AWARDING EXPERIENCE

Characters that defeat the merrow acolyte and rescue the villagers complete a story milestone and advance to the 2nd level.

DEVELOPMENT

Once the villagers have been rescued and taken back to shore, they will quickly regain their strength, and prepare to flee by gathering what provisions they can. The village is no longer safe. Kadmos, the bearded elder, leans on his gnarled stick, overseeing his people's efforts. Tellias and the others too weak to walk are placed on the back of a cart, pulled by two oxen, recovered and calmed by Thyia.

Kadmos asks the characters to escort him and his people south to Illos where they can seek shelter with King Leandros, who rules the Trident with wisdom and strength.



PART 2: ILLOS

Illos is a large town, built on the low white cliffs that overlook the blue Arkadian sea. A palace of heavy white blocks and pillars crowns the headland. Facing the land are a cluster of white plaster buildings painted with faded blue accents and bounded by a low stone wall. This domain and the surrounding estuaries of the Trident have long been ruled by the kings and queens of Illos. They are Thessa's people: sailors, pearl divers, and fishermen.

The rising of the sea and the changing of the tide were the first signs. Long before the nets came up empty and the gulls flew inland, the people of Illos saw these changes in the sea as ill omens. Since then, many of their ships have been lost: swallowed by violent storms, swarmed by merrow, or simply vanished, ship and crew claimed by the vast sea, never to return. Unable to fish or trade, Illos is on the brink of collapse.

The old king of Illos, Leandros, has been struck with illness, his mind and strength failing.

Rule has fallen to his son Hektor who must protect the town in his stead under the shadow of Xanthos, the king's advisor. The oracle Alexandra, daughter of Leandros and princess of Illos, is missing. Long has she used her gift of prophecy, the legacy of her line, to shelter her people from storm and misfortune. Now, it seems, she has abandoned her people in their hour of greatest need. King Leandros sent out his last ship to find the missing oracle, but it never returned.

In this absence of royal authority, Xanthos has risen to power. Leading a cult of kraken worshipers, he seeks the crown of Illos for himself. Feeding the fears of the citizens, he sacrifices those who oppose him to a kraken called from the depths. He claims these

sacrifices will appease Thessa, calming the sea and turning the merrow away. He proclaims that they have displeased the gods, and that he alone can placate their wrath. Xanthos, however, is the cause of much of Illos' recent misfortune. Not long after the sea roiled and the islands rose from the depths, a Psysserian diplomat visited the vizier, promising untold riches for his cooperation. For a fortune in Psysserian gold he sold them the oracle, Alexandra, smuggled down the old stairs cut into the cliffs by his loyal men during a storm. Using Psysserian poison, he slowly weakened the king, already bereft with grief over his daughter's disappearance. Now only Hektor stands between him and the crown of Illos.

ROAD TO ILLOS

The road leads south to Illos, following the coast. It winds along the base of dry, brush-covered hills, overlooking the blue waters of the sea. Sometimes it wends close to the water, where lapping waves roll against gentle white sand. In other places, the waves break far below, down rocky banks covered in dry grass and wildflowers.

A deep roar echoes off the hills. A winged shadow rushes across the dry earth. Dust billows up from the road as a huge leonine beast beats tattered, leathery wings. One of the oxen cries in pain as flashing talons sink into its hide. Powerful wings beat, dragging the cattle along the road to the edge of the cliff.

The broken body of the ox lies at the bottom of the rocky slope. A mantichore, barbed tail thrashing, hunches over it, tearing it apart. While it eats, its maned head seems to be that of a lion; only when it pauses in



its meal and looks up can its bloodstained face be seen. It is nearly human, save for golden eyes like those of a great cat, staring unblinkingly from above a bestial maw of jagged teeth.

The mantichore was injured by merrow while scavenging the beached corpse of a large deep-sea creature. It has only 31 hit points remaining and one of its wings is tangled in the remnants of a merrow net.

THE KING'S FUNERAL

Illos sits atop the low white cliffs that overlook the blue Arkadian sea. Beyond a low stone wall, past flat-roofed white plaster buildings, a palace of heavy white stone blocks and pillars crowns the headland.

As the city comes into view, so too does a somber procession making its way to the shore. A hooded priestess wearing a leaden mask swings a smoking censer. Four men clad in black cloth carry a bier, upon which rests the figure of an old man, his face pale and sallow, beard white. Leaden coins rest upon his eyes, and upon his brow, a leaden cirlet. King Leandros is dead. Several hoplites flank the procession, each with a kraken upon their shield. With a DC 12 Intelligence (History or Religion) check a character recalls that the symbol of Illos is three leaping dolphins.

The funeral procession walks down the same worn path the characters are taking up to the city on the headland. Xanthos, an acolyte and advisor to the late king, will meet the characters with displeasure and outrage. He is thin and bald, with a nose like a beak, his eyes accentuated by dark wings of black and gold. His ornate robes bear a kraken embroidered in silver thread.

"Stand aside, commoners who dare obstruct the funeral rights of the honorable king Leandros of Illos."

Prince Hektor, a hoplite (with 22 hit points), is also among his father's funeral retinue. He will recognize Kadmos if he is alive and with the characters.

"Wait, I know this man, he was a friend of my father's... If you have come to say your farewells, I fear you are too late."

Once prince Hektor hears about the fate of the fishing village, he assures them shelter, and commands two of the hoplites to take them into the city. With a successful DC 13 Wisdom (Insight) check, a character notices that the hoplites linger until Xanthos gives a slight, nearly imperceptible nod, before they carry out the order.

Hektor asks the character to accompany him during his father's funeral. His father would have rejoiced to meet such heroes. Hektor is young and strong. He is handsome, with grey-blue eyes framed by his dark hair and short dark beard. He wears a deep blue cloth, trimmed in silver and embroidered with the dolphins

of Illos. It hangs loosely about his broad shoulders. A silver cirlet sits on his brow embossed with leaping dolphins. He also wears a braided silver bracelet, its ends leaping dolphins, the metal white against his tanned skin.

ROLEPLAYING HEKTOR

Leandros' son is young and willful. He bears his father's strength, yet untempered by the wisdom of time. Until recently, he spent much of his days hunting, fishing, and sparring with his father's men. Though adored by his people he is no leader, nor did he ever expect or desire to rule. His sister Alexandra, who manifested their family's ancestral gift of prophecy, was meant to be Leandros' heir. Her disappearance and his father's death have suddenly left him alone, forcing the heavy band of leadership upon his brow.

If the characters choose to accompany the procession read the following:

Dry grass and wildflowers give way to the white sand of the shore. Gulls cry, wheeling in the sky overhead. The beach is strewn with fragments of wrecked ships. Spars of timber and broken masts lie half buried in the sand. Some have been piled into rough palisades, lashed together with rope. Crude wooden stakes form a spiked barrier, pointing at the blue water.

The priestess wades out into the blue water, quenching the smoking incense in the salt of the sea. She begins a funeral hymn. After some time, Xanthos, growing agitated, orders two of the hoplites with kraken shields — his men — to drag the priestess, Myrrine, back to shore. Her mask falls in the shallows.

"It is too dangerous to linger here by the water. We must burn him and be done with it."

The king is placed on a pyre of driftwood and fragments of wrecked ship. Xanthos gestures, and one of his men sets a torch to the pyre. An old soldier steps forward to take Myrrine from the hoplites. His beard and hair are shot with grey, but he has the posture of a seasoned warrior. With a successful DC 11 Wisdom (Insight) check a character notices the unguarded hatred in his eyes as he looks upon Xanthos, who presides over the burning pyre like a satisfied cat. The sun is hot and the fire burns hotter, greasy black smoke from the damp wood pluming into the blue sky.

Hektor's face is impassive. He tells the characters he regrets they could not meet his father. He tells them his father ruled Illos with wisdom and strength for over a hundred years, beloved by his people. Leandros and his kin carry the blood of lost Scyllaea in their veins. Though human, their eyes are the blue-grey of Scyllaeen elves. He promises to show them hospitality in his father's stead and invites them to the mourning feast that night in the Palace of Dolphins.

TOWN DESCRIPTION

The village of Illos is ringed by low stacked stone walls, its rough gates open to the shuffle of donkey carts and sandaled feet. Inside, the crumbling plaster walls of stone huts are painted with faded blue accents — a keyed band, waves, or a simple line. These adornments are overshadowed by black cloth, draped in front of the windows and doorways of each home. A somber silence lays thick upon the village.

The people of Illos are not only in mourning, they are also half starved and terrified. Xanthos has been sacrificing villagers — those who speak up or disobey him — to a creature from the depths, claiming it is how to keep the merrow at bay and break the curse over the city and the sea.

BRONZE FORGE

Galenos is the volcano dwarf bronzesmith who mans the forges of Illos. His dark brow bears a short burn scar. Below his wide nose, his black beard hangs in coils each capped in a heavy bronze bead. In his low stone workshop he toils.

At one side of the workshop, a mound of coals radiate heat, bright under a crucible filled with the glow of molten bronze. Open faced stone molds lie around the heavy workbenches, their shallow recesses carved in the shapes of tools and blades. The head of a bronze statue lies on a stone anvil, fragments of its shattered bust lying about it.

He is salvaging this statue of Hyperius for its bronze to cast into spear tips. With no shipments of bronze from Ithea or even lead from Crixos, his stockpile is all but spent. He can make any of the mundane weapons and armor in the Arkadia book, but the gold cost is doubled. If he is brought scrap bronze, he will use it to craft any mundane weapon or armor for no cost, keeping the leftover scrap for himself.

Quest: Metal of the Gods. The dwarf promises, a longing tone to his deep voice, that if you come across a piece of orichalcum, the rare gold-bronze of the gods, he can make you a thing of wonder. An ingot of orichalcum or orichalcum armor can be melted down and cast into 2 orichalcum swords, or 4 orichalcum spear tips, or the heads for 100 orichalcum arrows.

TEMPLE OF THESSA

On an outcropping of the white cliffs is a circular temple, a ring of white columns supporting a green bronze dome, open to the wind and the spray of the sea. Inside, a marble statue of Thessa the sea goddess stands on a stone dais, looking out over the waves. At her feet, a bronze basin holds a sacred flame, visible to ships coming towards the shore. In one hand she holds a trident upright like a

staff, weathered and nearly black, the other forms a hollow fist, as if it once held something.

Myrrine the acolyte of Thessa tends the shrine and acts as the village's healer. Though young, her black hair is streaked with grey and her eyes are kind and wise. In addition to the cleric spells she has prepared, she also knows *augury* and can cast it as a ritual. She will cast *augury* or *cure wounds* for characters who come seeking her aid. Myrrine is afraid of Xanthos and his cult of kraken worshippers. She tells the characters he is sacrificing those who stand up to him to a monster from the depths.

Quest: The Sword of Illos. Myrrine begs the characters to find and return the Sword of Illos to help restore the people's faith in their prince Hektor and their goddess Thessa. It was the sword of Illos' first king, passed down through the generations, but in Hektor's grandfather's time, it was lost in battle to King Pselis, a warlord who sought to conquer the Ithean coast. Legend tells that Pselis' tomb lies to the east, in the pine forest of the Trident's southern bifurcation. Seeing the fabled blade restored to the temple of Thessa would kindle hope among the people of Illos and Hektor himself. As a reward, she offers an *Ithean Sail*, woven with the magics of wind and sea.

HOPLITE BARRACKS

A square courtyard fenced by a colonnade serves as the training ground for Illos' hoplites. In the sandy square, three young warriors train, thrusting spears against wooden poles driven into the ground. An old warrior with the posture of a soldier paces around them, calling out commands.

Arcturus, a *hoplite* (with 19 hit points) is the captain of Illos' hoplites. He is a seasoned warrior, fiercely loyal to his people and his king. He fought beside Leandros many times and taught his son Hektor to wield sword and spear. At one of King Leandros' final behests, many of his guards are scattered along the coast of the Trident, defending small villages against the merrow. Arcturus insisted some remain to guard Illos — not because he feared the merrow, but because he did not trust Xanthos.

Quest: Orcs in the Hills. Arcturus, seeing the characters have the look of warriors about them, asks for their aid. With his men spread thin defending the coast, he has no forces to divert to the threat from inland. A band of Gargaran orcs has moved south, leaving a swath of raided villages in their wake. His scout reports they have taken up in the ruined dwarven city of Memnoss in the dry hills to the northeast. It appears several tribes have united under a powerful leader. He offers a reward of 1,000 Tridents for the head of the orc leader.

If asked why Ithea does not send aid to its people, he answers grimly that they have launched the full might of their fleet to deal with a threat from the sea, but he knows no more than this.

SHIPYARD

Nalanthis, a Scyllaeen elf, has long overseen the building of Illos' ships, from Hektor's father's time, and his father before him. He is a slender elf, made all the more so by his billowing blue robe, flapping around his narrow form in the sea breeze. Despite a life spent by the sea his skin is fair and unweathered and his eyes are a piercing blue.

Nalanthis works before a small berth of of limestone blocks, where the skeletal hull of a ship rests half finished. He sits on a block of limestone half buried in the fine sand of the beach. A wooden plank rests across two more blocks, forming a makeshift table at which he makes notes in clay with a bronze stylus. A few workers, clad only in loincloths and the sheen of sweat, toil with bronze tools on the ship's frame.

If the characters speak with Nalanthis, he tells them that the king, Leandros, sent their last trireme in search of his daughter, princess Alexandra the oracle. It never returned. He bemoans that even with a score of skilled craftsmen, a trireme takes a year to complete. Many ships have been lost by desperate sailors trying to trade or fish despite the ill omens on the sea.

One of Nalanthis' workers, a man named Kritias, tells you how his ship was wrecked, run aground on rocks that should not have been there. He claims the drowning men were set upon by serpentine creatures from the deep. He clung to the wreckage and was washed ashore. A DC 13 Wisdom (Survival) check reveals the bandaged wound on his calf to be from the jaws of a merrow, corroborating his tale.

Quest: The Fate of Argylos. Nalanthis has his laborers working day and night to complete this ship, made uneasy by the barren docks. He says he sent for most timber and more workers to be sent up from Argylos, a village on the Trident's southernmost river by the edge of Oreyia's Wood. Neither the wood nor the workers have arrived and they were due several days ago. He is worried that something is amiss and asks the characters to travel to Argylos and discern their fate.



THE PALACE OF DOLPHINS

The Palace of Dolphins crowns the headland atop the white cliffs above the sea. Blue pillars open into a great hall where feast tables flank a stone channel filled with warm coals and roasting meats. The summer air is warm and large braziers burn between the pillars, the firelight reflecting on gold and bronze.

As the characters enter the palace, they will be greeted by a servant, a cultist loyal to Xanthos, asking them to surrender their weapons before entering the sacred hall. He assures them their weapons will be safe in the guard quarters, gesturing at a wooden trunk in a small room filled with racks of spears and shields hung upon the walls. The servant can be swayed with a successful DC 13 Charisma (Persuasion or Intimidation) check. He is under strict orders from Xanthos not to allow the characters in armed, and he is afraid of his master.

Hektor sits on a carved stone throne at the table's head. To his right sits the bald-headed advisor, Xanthos, his eyes accented in sweeps of gold and black. The floor is a mosaic depicting three dolphins leaping in a ring. Four **hoplites** bearing kraken shields guard the entrances to the hall. Two musicians sit on wooden stools, softly playing a lyre and double flute.

The walls of this main hall are painted with rich murals: stylized warriors battling monsters, kings and queens hunting, and painted ships upon a blue sea. They are the prophecies of all of Illos' oracles from across the ages, recorded upon its very walls. A cloth hangs over the most recent, unfinished panels of the mural. One depicts islands and ruins rising from the sea. The next, seemingly damaged, depicts a dolphin in the tentacled grasp of a kraken. The final panel depicts a golden-eyed serpent coiled around a trident, fangs bared, ready to strike.

Throughout the meal, servants will bring terracotta amphorae of wine, decorated with black and orange scenes of life by the sea. To supplement the roasting ox on the fire, there is hard bread softened by olive oil and herbs. Sea food is notably lacking from the meal, and the meal itself seems a meager thing for these fine halls. It is clear Illos is suffering from the strange happenings at sea.

Hektor, though in mourning, is a gracious host. He will bond with any characters who are warriors, sailors, or hunters. The feast is meant to be as a celebration of his father's life and reign, and Hektor will welcome stories of daring, music, and drinking.

Xanthos is impatient and quick to anger. He is concerned the characters will interfere with his plans to seize the throne for himself. With some contempt, he will remind the prince that this is his last meal, and the last night he needs grieve, for tomorrow the curse will end and he will meet his destiny — sacrificed to the kraken.

DEVELOPMENT

During a lull in the feasting a nervous servant, clearly afraid of Xanthos, spills some wine from his pitcher. Xanthos, face twisted with rage, orders the boy to place his hand on the table and draws a dagger, intent on meting out punishment. If none of the characters intervene, Hektor will.

"That's enough, Xanthos. You've scared the boy half to death. It's just wine." He pours his own wine cup out slowly on the stones.

Terrace. Eventually, prince Hektor will retire, retreating to the palace terrace.

Pillars stand open to the night sky and its stars, rooved only in places by a canopy of fine silks. The stones bear worn carvings of men and beasts and gods. Faded blues and reds whisper of the rich painting they must once have borne. Between them are braziers where amber and incense burn, the smoke coiling in hypnotic patterns. Out beyond the terrace ledge, waves crash against the cliffs far below. Moonlight casts a shimmering path along the water, illuminating a jetty of rocks leading out to a single upright stone.

Hektor intends to let Xanthos sacrifice him to the kraken, which he believes will break whatever curse is on the sea and save his people. The sacrifice is especially poignant as Hektor, with his father dead and sister vanished, is the last of an unbroken Scyllaeon bloodline whose kings and queens have protected this coast for uncounted ages.

"My father would have given his life for our people. I must do my best in his stead."

With a successful DC 22 Charisma (Persuasion) check, Hektor can be persuaded not to go through with Xanthos' plan.



Xanthos' Chambers. The wooden door to Xanthos' quarters is locked, and can be opened with thieves' tools and a successful DC 15 Dexterity check. Xanthos keeps the key on his person. His room can also be entered from the terrace, if a character climbs along a ledge on the cliffside wall of the palace, where the waves break against the rocks a hundred feet below.

Xanthos' chamber is lavishly furnished. One wall bears a fresco of a kraken, newly painted.

TREASURE

At the foot of Xanthos' bed rests a wooden chest. It is filled with ceremonial robes. Atop the clothing lies a silver pendant shaped like a kraken (10 gp). The chest has a cleverly fitted false bottom which may be discerned by a successful DC 14 Intelligence (Investigation) check, or by destroying the chest. If a character tries to lift the chest, they will notice it is unusually heavy and gain advantage on their Investigation skill check.

Beneath the chest's false bottom are 100 Scales, the gold coins of Psysseria, bearing a gorgon's face on one side and a pair of twining snakes on the other. On top of the coins are several small serpent-shaped bottles of thick green glass. Three are empty but one is half full. It contains a poison known as Gorgon's Kiss. A creature ingesting this poison must make a DC 10 Constitution saving throw. On a failed save they are poisoned, have disadvantage on Charisma skill checks and saving throws, and gain a level of exhaustion. This poison was used by Xanthos to slowly kill the king Leandros.

THE SACRIFICIAL STONE

A narrow stone walkway leads from the shore around the base of the cliff, before projecting out 30 feet into the sea. The walkway and the jetty are made from 5 foot wide stone blocks. A narrow stair, cut into the cliffs, leads directly from the palace to the jetty. In ages past, this served as a secret dock for the kings and queens of Illos, hidden at high tide. Now it has been repurposed by Xanthos and his loyal cultists. The spar of rock at the jetty's end is fitted with bronze rings, threaded with manacled bronze chains. Around the spar of rock is a 15 foot circular platform, just below the surface of the water.

If the characters have not interfered with Xanthos' plans, at dawn, Hektor will be taken to the rock by two cultists and chained to the stone. Once he is shackled, the cultists will retreat to the end of the jetty, attempting to stop any who seek to stop the sacrifice.

A **kraken hatchling** comes from the deep ocean in expectation of a waiting sacrifice.

The sea is blue and clear. Beneath its surface, a huge shadow moves, darkening the water. Slowly, the shadow unfurls dark tendrils. With sudden speed they break the water, tentacles rising above the waves. The water churns as they writhe, grabbing blindly at rock and stone.

CONFRONTING XANTHOS

If Xanthos is confronted at any point, he will attempt to fight. He is paranoid and keeps four loyal hoplites near him at all times. If he is defeated, the hoplites will surrender. If the hoplites are defeated, he will try to flee or beg for his life. Xanthos carries 20 Scales, the gold coins of Psysseria, in a small pouch worn about his neck.

With a successful DC 15 Charisma (Persuasion or Intimidation) check, Xanthos will divulge what he knows. He poisoned the king using a venom called Gorgon's Kiss, given to him by the Psysserians. A Psysserian messenger came to bargain with him weeks before, promising him gold and the throne of Illos should he help them. Seduced by these riches, Xanthos had his men take Alexandra down the secret stair to a waiting Psysserian ship. Xanthos, observing from the terrace, saw the flash of a woman in a golden mask. Xanthos plied the messenger with wine and learned from him that the Psysserians are seeking the mythical island of Atressos, and need an oracle to find it. Xanthos' loyal attendants and guards know pieces of the same information.

DEVELOPMENT

Acturus comes with what few hoplites he has left to help secure the palace and defend the prince, if he still lives when Xanthos is defeated. Myrrine, the priestess of Thessa, accompanies them. She will tell the characters that they must seek out the fates, three sisters, powerful oracles who alone can guide them to the princess and lead to the salvation of Illos. She knows they lie far to the north at the border of Gargaros. She suggests they start their journey by speaking with an ancient centaur huntress who may know their location. She cautions the characters to bring a trophy from a great beast as an offering.

AWARDING EXPERIENCE

Characters that defeat the kraken and foil Xanthos' plot complete a story milestone and advance to the 3rd level.





PART 3: THE LABORS OF FATE

This section of the adventure provides the characters with a number of small adventures around the Trident and the larger region of Ithea as they search for the fates, oracles of legend who may be able to guide them to the lost island where they believe the princess Alexandra has been taken. Characters do not need to explore the locations detailed in this section, and are free to explore the region around Illos as they wish. Characters may wish to remain in Illos to rest and gather provisions before continuing their journey. Depending on who the characters spoke to in Illos, they may have some or all of the following quests.

The prince Hektor believes an old centaur named Atlante is their best chance of finding the fates, and his sister in turn. She lives in the forest north of the Trident and Hektor cautions the characters to approach only with an offering.

The guard captain Arcturus asks the characters to drive off a band of Gargaran orcs who, united under a strong leader, have taken up in the ruins of the ancient dwarven city of Memnoss in the hills to the northwest.

The dwarven bronze-smith Galenos promises the characters silver in exchange for bronze spearheads. He also offers to forge them powerful weapons, should they find any orichalcum in their journeys.

The priestess Myrrine begs the characters to retrieve the Sword of Illos from King Pselis' tomb in the pine forest to the east.

The ship builder Nalanthis wants the characters to scout the town of Argylos, located on the Trident's southern tine. He is fearful an ill fate has befallen it.

THE ARKADIAN WILDS

Illos lies within the domain of the city-state of Ithea, bounded by Thessa's Trident, the river that flows from the northern border mountains of Gargaros to its three prongs at the sea in the southwest, separating it from Oreya's Wood and the blighted forest of Crixos beyond.

The land is wild, its dry hills dotted with scrubgrass and gnarled trees. Ancient ruins lay scattered across the land, the stones of their worn statues and broken columns toppled and crumbling. Though this land is home to many small Arkadian villages, it is also fraught with many perils.

Each hexagon on the map represents a league, or about three miles. Characters can travel a league in one hour on a road or easy terrain. Characters can travel about 8 hexes a day if they do nothing but trek. If the terrain is difficult, they are moving stealthily, or have an encounter, they will move slower, traveling about 6 hexes a day. Similarly, if they move quickly, pushing themselves to the point of exhaustion, they can move up to 10 hexes a day.

Check for a random encounter each day and night the characters spend on the roads or in the wilds by rolling a d20. An encounter occurs on a roll of 15–20. Roll a d12 + d8 and consult the Wilderness Encounters table below. You may instead choose to ignore this result and select a specific encounter from the table below, insert them directly into your sessions where you see fit, or use them as inspiration for encounters of your own design.

Wilderness Encounters

Roll	Result
2	1 cerberus hound
3	1d4 Ithean hoplites
4	Shrine
5	1d4+2 orcs
6	1d6+4 bandits
7	Travelling merchant
8	Bandits' gate
9	Satyrs' revel
10	The Krytans and the Cyclops
11	The Amazon and the Lion
12	The Great Games
13	1 giant boar
14	Orc raid
15	Plagued village
16	1d6+3 starving harpies
17	2d6 wolves
18	Orc goatherd
19	1 manticore
20	1 giant scorpion



THE AMAZON AND THE LION

This encounter only occurs if the characters are traveling. If this encounter has already occurred treat it as if you had rolled giant boar (day) or wolves (night).

Scrubgrass gives way to a golden field of wild wheat. The wind causes ripples in the golden sea of waist-high grain.

The Oreyan elf huntress Hypollita has been tracking a monstrous lion north from the blighted woods near Crixos. The beast has been driven mad by the blight, leaving behind it a trail of rotting prey, mauled and uneaten, mortals and beasts alike left to fester in the sun. She has tracked it to a nearby field. If the characters elect to hunt it, Hypollita will remain concealed at the edge of the field, bow drawn, in case the beast attempts to flee.

The **blighted lion** has advantage on stealth checks due to the cover of the wheat field. The buzzing of flies surrounds a half eaten oxen in a trampled patch of grass. The blighted lion will stalk any creature that enters the field, waiting to ambush the weakest prey or one separated from the rest. The blighted lion can be cured of the plague that afflicts it with *lesser restoration* or a similar spell.

AWARDING EXPERIENCE POINTS

Divide 900 XP equally among the characters if they cure the lion instead of killing it.

BANDITS

A barren stretch of dust road cuts between dry hills, scattered with worn sandstone ruins.

These grizzled Arkadians hide behind ruined walls and sandstone boulders along the road, waiting for travellers. Their ambush can be spotted with a successful DC 13 Wisdom (Perception) check. If the **bandits** succeed in ambushing the characters, they will open with a barrage of stones from their slings.

TREASURE

Roll a d6 to determine what loot the bandits have in their stash.

1–2. 2d4 amphora of olive oil and wine, marked with an Illyrian seal. (20 gp each)

3–5. 3d6 small boar tusks and 2d4 cured animal pelts (1 gp each)

6. 1d4 small glass bottles of perfume and 1d4 clay pots of exotic spices (5 gp each).

BANDITS' GATE

This encounter only occurs if the characters are traveling. If this encounter has already occurred, treat it as if you had rolled Bandits.

Though few still stand, the ruined stumps of broken, lichen-splotched columns mark the old road. Worn flagstones, cracked and shifted by time, have given way to veins of rust-colored grass. As you travel, the dry hills rise on either side of the path, reinforced in places by low, crumbling stone walls, their cracks mortared by dust and dry weeds. The road is blocked by a thick stone wall with a wide, squat doorway. Carved above it in the heavy

stone are a pair of weathered beasts, perhaps lions, at the feet of a god or man, worn faceless by time and masked in lichen.

2d6 bandits and a bandit captain guard this part of the road. They were fishermen whose village was destroyed by the rising sea and raiding merrow. Having lost everything, they have turned to robbing those on the road to survive. The captain and two others will stand in the doorway, demanding a toll of 100 Bolts, the golden coins of Arkadia. The remaining bandits will lie in wait on either side of the road on the dry rises, preparing for an ambush. Their presence can be detected with a successful DC 13 Wisdom (Perception) check. Though desperate, the bandits are just simple fishermen and will try to flee or beg for their lives rather than die.

TREASURE

A small worn trail leads through a crack in the crumbling retaining wall, up the hill like a riverbed. The bandits have a hidden camp in a ruined structure, little more than four stacked stone walls, its windows and doors hollow and empty, open to the sky. Their camp contains a large jar of oil, several sacks of grain (3d6 rations), and a worn set of knucklebone dice. It also bears a small pile of 5d6 bronze ingots, worth 1 gold each. The ingots are marked with a dwarven seal. The bandits claim to have found them abandoned along the road, scattered by a dead dwarf and two slain harpies.

CERBERUS HOUND

A large black beast paces deliberately around the massive trunk of an ancient cypress tree. One canid head, larger than a direwolf's, sniffs the ground, another scents the air, while the third turns to you and growls, eyes glowing like smoldering coals. The cerberus tenses, a coiled mass of sinuous muscle, each head snarling, baring their fangs. In unison, they begin to growl.

Cerberus hounds and their more common two-headed runts can be found throughout Arkadia, though they are larger and more common closer to Gargaros where the orc tribes breed them for hunting and war.

GIANT BOAR

Amid the loose rocks and scrubgrass of a nearby hillside, a massive boulder seems to move. Dust showers as a giant beast stands, sending rocks tumbling down the hill. It turns to face you. Above thick tusks, its nostrils flare as it snorts and shakes its bristled hide in a cloud of dust. The giant boar plants a massive hoof and prepares to charge.

Giant boar such as this are a common prey of Arkadian aristocrats who seek glory in the danger of the hunt.

Roll a d6 to determine the nature of this boar.

1–2. 1d4 boar emerge beside the sow, their mother.

3–5. The boar has several broken arrow shafts protruding from its side; they are crude and stone tipped, clearly the work of Gargaran orcs.

6. The boar's eyes are tawny and intelligent. As the dust falls away, the boar's bristling hide glitters gold in the sunlight.

GIANT SCORPION

A patch of sand begins to shift, and from it emerges a form, black and chitinous. Pincers clack menacingly as a giant scorpion emerges from its burrow, showering sand. Its barbed tail raised threateningly, dark ichor dripping from its clicking mandibles.

Giant scorpions, native to Nys, can be found in the more arid areas of Arkadia. This one waits to ambush its prey. Compare its Dexterity (Stealth) check result to the characters' passive Perception scores to see if it surprises them.



THE GREAT GAMES

This encounter only occurs if the characters are traveling. If this encounter has already occurred, roll again, ignoring this result.

Amid a circle of low, open canvas tents a cheering crowd surrounds a ring of packed earth where two figures spar. Clad only in strips of cloth, their toned muscles shining with sweat, they grapple, each trying to wrestle the other to the ground.

A band of Arkadians are on their way to Hyperium, to attend the Great Games that are held there once every four years. They have come from Ithea, their numbers swelled by those from the surrounding villages, looking to make coin, gain fame, or simply witness the grand spectacle of the games.

The crowd consists of $3d6 + 12$ commoners, mostly human, with a few hill dwarves and orcs among them. Some of the humans are entertainers, playing pan pipes and juggling smooth polished stones, though most are simply spectators. There are also $2d4 + 2$ hoplites, and one Scyllaeen elf noble, who is reclining in the largest tent on a luxurious pile of cushions, pillows, and thick rugs, attended by servants. Her name is Xanthia and she is the leader of this company. On their way to compete at the games are $1d4 + 1$ athletes. These athletes are eager to prove themselves in feats of strength, and will gladly accept challenges to wrestle, toss javelins, or throw the discus.

AWARDING EXPERIENCE POINTS

Divide 100 XP among the characters if they best these athletes in feats of strength.

ITHEAN HOPLITES

Dust rises behind a small group of marching hoplites, sun glinting off their shields and the tips of their spears.

$1d4+1$ Ithean hoplites are on long patrol from the city of Ithea, their shields each painted with a deep blue trident. In response to the mounting troubles along the coast, the city dispatched soldiers to lend aid and keep the peace in the small villages. These hoplites are friendly towards the character unless provoked.

THE KRYTANS AND THE CYCLOPS

This encounter only occurs if the characters are traveling. If this encounter has already occurred, treat it as if you had rolled Ithean hoplites.

A company of red-cloaked warriors sit in a makeshift camp around a small fire, their backs to the stone head of a massive statue, half buried by earth and time. Their spears lean against round bronze shields, each painted with four wheeling arms.

$2d4+3$ Krytan hoplites, a mercenary group known as the Brothers of Arkos, have camped here after an unsuccessful battle with a cyclops. Three of the hoplites are wounded. They are friendly to the characters and, though somber, their leader Lykoss welcomes them to join his company by the fire and share their wine. They are mourning one of their brothers, Demos, Lykoss' lover who was killed by the cyclops. They are singing of his bravery, but lament that they could not recover his body or shield. Lykoss wishes to place coins upon Demos' eyes and burn his body, giving it the proper rites so that Cryxis might bear him to Lycium where he can stand with the warriors of old.

Lykoss is ashamed he could not slay the cyclops that killed Demos, and was forced to flee without recovering his body. If he sees the characters are warriors, he asks them to help return Demos' body and shield. He and his company were hired by the council of Ithea to kill the monster, and offered a wealth of silver in exchange.



DEVELOPMENT

Lykos directs the characters to the cave of the cyclops. Sheep graze on the dry grass of the hillside, under the dappled shade of ancient trees. Beyond them is the mouth of a cave. It yaws like a huge mouth, wider than it is tall. Inside sleeps Calliphemus, a Gargaran cyclops. The cave is a single shallow room, just large enough for the monster to stand with his back slightly stooped. The cave is small enough that natural light spills in from outside, dimly illuminating the interior. The walls are hung with sheep hides, crude implements of giant proportions, and the shield of Demos. Calliphemus sleeps against a large boulder, clad in stinking sheep's hides. He is recovering from the wounds gained while fighting the Krytans. He has only 70 hit points remaining. Demos' broken body lies discarded at the back of the cave, by a pair of gutted sheep, their entrails torn out on a stone slab.

TREASURE

In the cave there is little of value. The air smells of rancid meat, tanning hides, and blood.

If the characters return with Demos' body and shield, Lykos will give them Demos' bronze sword, its handle made from worn boar's tusk. If they bring back proof of the cyclops' death, he will also give them 1,000 Tridents, the sea-blackened silver coins of Ithea, half the bounty for slaying the monster. Lykos will also tell them to seek out his companions, the Brothers of Arkos, should they ever be in Kryta. Noting they are always in need of strong warriors, he promises them gold, glory, and comradeship.

AWARDING EXPERIENCE POINTS

Divide 200 XP among the characters if they return Demos' body and shield.

MANTICORE

A swift winged shadow crosses the dry cracked earth. Leathery wings buffet a cloud of dust as it flies low over you, landing on a nearby rock outcrop. Claws like daggers toss the ragged carcass of a goat aside, and it turns to look at you. Framed by a leonine mane, its tawny eyes stare at you from an almost human face split by an impossibly wide maw of jagged teeth.

Manticore are territorial monsters. Though they speak, they possess little of the guile of other fae. What they lack in cunning they account for in vicious strength, speed, and boundless appetite.

ORC GOATHERD

If this encounter has already occurred, treat it as no result.

You hear the bleating of goats and the tinny clattering of their bells. An old, bearded orc herds them with a gnarled stick. He wears a shaggy goat hide, hanging loose to reveal black tattoos faded against his lined skin.

This orc goatherd, Maeon, was once a warrior from the Ionokian clan, as evinced by the many scars and faded black keyed patterns on his skin. Wounded in a raid and left for dead by his clan, he survived and remained here as a peaceful hermit. He has a small goatherd's hut made from loose timbers, lashed together, mortared with clay, and rooved in thatch. He will offer shelter to the characters and share with them his goat cheese, hard bread, and a strong drink made from curdled milk.

ORC RAID

If this encounter has already occurred, or the characters have already traveled to Memnoss, treat it as if you had rolled orcs.

A column of greasy black smoke billows in the distance. Soon it is joined by a second, and a third, larger than the others.

A DC 10 Wisdom (Survival) check indicates that this is not from campfires being lit, the fire, possibly a wildfire, is spreading. A DC 17 Wisdom (Survival) check determines that these fires are from a burning village. The dark and greasy smoke is from burning grain.

Screams can be heard over the dry hills, and the sounds of battle — slaughter — reach your ears. Cresting the top of the dry hill you look down on a small village in flames. Men and women are screaming, fleeing in terror from the band of orcs moving among the sacked and gutted dwellings. Houses of stacked stone spill flames from their caved-in doorways and hollow windows, their



shale rooves collapsed. The cracked dry earth drinks in the dark spilled blood of slain villagers like wine.

1d6 + 3 orcs are pillaging the village. Their orange skin is tattooed with black keyed patterns and the crude black symbol of a many-headed hydra.

TREASURE

Each of the orcs is carrying 1d4-1 Tridents, the tarnished silver coins of the region. Some have been cut in half or quartered, their corners notched. The orcs' hide armor and stone-tipped spears are crude. They also bear crescent hide shields, painted with a rearing hydra.

The village itself has been destroyed, broken clay pots of oil and preserves spilled about the dusty square around a well, its wooden crossbeam broken. The small fields of wheat around the huts are little more than smoldering ash and embers.

DEVELOPMENT

Most of the villagers, perhaps a dozen in all, have been slain. Aster, an old man with leathery tan skin and a wispy white beard, can be found hiding in a house's cellar with two soot-covered and frightened children. He tells the characters that he saw some of the orcs taking prisoners, his son — these children's father — Patroclus among them. He begs the characters to help them. He says he will stay to place coins on the eyes of the dead and burn them before making for Illos with the children.

A DC 13 Wisdom (Survival) check reveals the tracks of a dozen orcs leading out of the dry valley, leading half a dozen captives towards the ruins of Memnoss.

ORCS

Cresting a rise come several ocher-skinned orcs, clad in hides and the black paint of war.

These 1d6 + 4 orcs are a marauding band sent out by the group who have claimed the ruins of Memnoss. Their orange skin is tattooed with black keyed patterns and the crude black symbol of a many-headed hydra. Their hide shields also bear the rough symbol of a rearing hydra, heads flared.

Roll a d6 to determine what spoils they are carrying from their pillaging.

- 1-2. Nothing.
- 3-4. 3d4 provisions in the form of dried figs, olives, and dates.
5. A sack containing 5d4x100 Tridents, the dark silver coins of Ithea.
6. A herd of 3d6 frightened goats.

PLAGUED VILLAGE

This encounter only occurs if the characters are traveling. If this encounter has already occurred, treat it as if you had rolled starving harpies.

You come upon a small village, a cluster of low stacked-stone huts rooved in chipped terracotta tiles. At its center is a square well, and beyond, a small temple, little more than a shell of worn stone pillars. The town is empty, a thick silence hanging in the air.

The town smells of rot and decay, the silence broken only by the buzzing of flies. A decaying corpse floats in the well, tainting the water. More bodies can be found in the huts and the temple. 3d6 **plague zombies** are among the corpses throughout the town, and will rise when disturbed.

TREASURE

The temple contains some evidence of the plague's source. The body of one man, clad in the dyed cloth of a wealthy merchant, lies dead at the altar, clustered with the statues of several gods: Hyperius, Ithea, and Cryxis. Before the statue of Cryxis are piled offerings: food and flowers, now long rotten, as well as three small wooden chests, each containing 1d4 x 1000 Masks, the leaden coins of Crixos.

SATYRS' REVEL

This encounter only occurs at night. If this encounter has already occurred, roll again, ignoring this result.

A warm summer wind carries the faint stray notes of a lyre, drums, and pipes, and the promising smell of roasting meat and herbs. Drawing closer you hear merry voices and boisterous laughter. Against the warm flames of an inviting bonfire dance the silhouettes of men and women, hill dwarves, and a figure, horned and hooved, prancing to wild music.

A score of Arkadian men and women, flush with wine and youth, are holding a revel in this grove. The grove is a loose ring of gnarled ancient trees, their roots crooked over fallen stones, covered in a carpet of moss and wildflowers. Through their canopy, smoke from the bonfire mingles with the bright stars of a clear summer sky. The Arkadians are from a nearby farming village. They are welcoming and will invite newcomers to join them by the fire, sweeping them up into their wild dance.

In the crowd are half a dozen hill dwarves, a priest of Phaedrus among them (acolyte), their cheeks and noses red as the wine they are drinking and serving from large black and orange clay pots. This is no ordinary wine, but **Satyr's Wine**. These dwarves are followers of Phaedrus and will offer food and drink to anyone within reach. In addition to the magic wine, they have laid out a feast on the nearby stone blocks, their bases

gripped by moss. On the flat stones is a spread of hard bread, crumbling cheese, and clay bowls of olives and figs among clay drinking vessels — some filled with wine, others chipped or lying on their side and staining the stones a deep violet.

There are two satyrs (Arkadian) among the mortal revelers: Andrea and Panaga, a sister and brother. Andrea is dancing among the humans, while Panaga is reclining on the moss-covered spine of a fallen pillar. He plays an ashen lyre, weaving an enchanting tune from idly plucked notes, echoed by the pipes and drums of the humans seated around his dangling hooves. The lyre, though worn, is traced with delicate carving and slivers of inlaid bone. It is a Satyr's Instrument.

Andrea has slender legs covered in brown white-speckled fur, like those of a young doe, ending in graceful hooves. Above dark brown eyes, her brow is broken by a pair of small horns, curling back like a ram's. Tonight, she is playing at eros, encouraging the mortals, drunk on the enchanted wine, to find the appropriate partner — or partners — to stumble off with into the warm night air and cool moss beyond the glow of firelight. She will try and play matchmaker with any character who catches her eye. She is flirtatious, playful, and curious, as all of her kind.

Panaga, like his sister, has almost deer-like legs, though the fur is shaggier and darker and his horns are larger, curling down to frame a goat-like beard. Tonight, he has grown bored with the mortal's merriment and is keen to start a bit of mischief. If any character admires his lyre, he will challenge them to a contest for it, asking them to wager something of considerable value. He will wager the lyre in return. He will perform a song and ask they do the same, with the dwarves, representatives of Phaedrus, as judges. If the character beats his performance with a DC 25 Charisma (Performance) check, he will honor his word and give them the lyre. He is luxurious, mischievous, and charming.

AWARDING EXPERIENCE POINTS

Divide 100 XP equally among the characters for each of the satyr siblings they best at their own game.

SHRINE

An overgrown stone shrine houses a small carved statue and a worn offering bowl.

A character that leaves an offering receives inspiration. Roll 1d6 to determine which god this shrine belongs to.

1–2. **Thessa.** A small worn driftwood statue of a woman stands defiantly, a trident in her hand.

3. **Hyperius.** Carved from heavy worn stone is an imperious king upon a throne.

4. **Oreya.** The shrine is filled with crudely carved wooden animals: wolves, bear, boar, and stag.

5. **Phaedrus.** A wooden statue of a prancing satyr stands twined with vines.

6. **Agea.** Curves of smooth ancient wood suggest the form of a fertile woman.

STARVING HARPIES

The winged forms of harpies circle above in wheeling gyres, calling out mocking cries as they dive past, clutching at you with razor sharp talons.

These **starving harpies**, emaciated and mad with hunger, are less dangerous than those at full strength, almost more beast than fae. They are normally scavengers, but may be driven to seek live prey when food is scarce.

TRAVELING MERCHANT

If this encounter has already occurred, treat it as no result.

A donkey cart rattles over the uneven ground, an old hill dwarf at the cracked leather reins. The skin beneath his loose, roughspun garment is tanned and weathered, his bald head splotched and chestnut beard shot with grey.

The dwarf Diomedes is a **commoner** merchant from Illyria, bringing goods from the city and its surrounding vineyards to trade in the small villages along the coast. Normally he makes this journey by sea, but after hearing disturbing tales of storms and creatures from the deep, decided to travel by land this season.

TREASURE

Diomedes' cart is loaded with wine, olive oil, salt, spices, and many mundane items, including a few weapons and pieces of armor. He has two magic items, a folded **Ithean Sail** and a **potion of healing**. He is eager to trade with the characters, and more eager for the company. He will also exchange currency if asked. He is carrying 75 Bolts, 20+5d8 Lyres, and 50+3d6 Tridents.

WOLVES

With a long snarl, a large amber-eyed wolf pads slowly out of the tall grass. Behind it, the brush rustles, and from it comes an answer of low guttural growls.

The **wolves** of Arkadia grow large in the wild hills and woods, their coats ranging from ashen grey in the north near the mountains of Gargaros, to mottled brown in the thickets of Oreya's Wood.



ATLANDE'S DOMAIN

The stunted pines of the dry hills are dwarfed by tall oak trees as you enter an ancient forest. Dappled sunlight filters through broad leaves high above lichen-blotched trunks. The forest floor is a carpet of dry fallen leaves and clusters of ferns and wildflowers.

Atlande is a centaur huntress who has ranged above the forks of the Trident for centuries. Hunters from the small surrounding villages all know and respect her. Though she is generally indifferent towards mortals, they give her territory a wide berth when hunting, lest their trespass invoke her ire or the snare of her many traps. Often she hunts orcs or the plagued beasts that come north from the blight creeping through Oreya's Wood.

She will stalk creatures that enter her domain, and may find the characters before they find her. The region around Atlande's hunting grounds is filled with snares created by the centaur. She will often try and drive or lure her prey into such hazards. Unless the characters attack first, she will meet them with neutrality rather than hostility. She will wait to see how they fare against one of her snares to test their strength before revealing herself.

ATLANDE THE CENTAUR

"Who dare trespass in my forest?" a resonant female voice seems to demand from all sides. A figure emerges from between the pine boughs, the sleek muscles of a mare giving way to the bare tanned skin of a woman. She gauges you with eyes deep and dark as forest pools, wide and wild and inhuman. With a hoof she paws the ground and tosses her head in an equine motion, shaking a mane of bundled hair, plaited coils ending in wicked harpy talons that clack at the motion. Her bow creaks as she draws a bone tipped arrow. Low along her waist, where smooth skin turns to glossy hair, hangs a belt — a braided rope hung with skulls of beasts, and orcs, and men.

Atlande has a hatred for orcs and is inclined to meet them with hostility. She has more respect for fellow hunters and Phaedran than she does for the soft city folk of Ithea. She can be persuaded to help the characters with a successful DC 15 Charisma (Persuasion) check. If the characters brought her tribute, such as the manticore's hide from part 1 or the hide of the giant boar or plagued lion from the random encounters list, she will be more receptive towards them and they make the check with advantage. If the characters are irreverent or threatening, she may attack them. She will not fight to the death, but yields to them as dominant warriors if they best her, acknowledging their strength with respect.

Atlande wants the pillaging Hydra orcs killed. She has seen them grow bolder over the past season, and now with the gaze of the mortals turned to the sea, they

range unchecked across the land. They have come to her forest, felling trees and hunting game. She has killed many, but is unwilling to leave her forest to track them to their lair. She asks the characters to bring her the head of their chieftain.

If the characters ask her about Psysserians, she will laugh and tell them she caught one of their scouts in a glade not far from here. The scout, a Psysserian thrall, is pinned to the trunk of a grey-barked tree, three arrows sprouting from the wicker armor about his chest. The blood staining the bark has long since dried black.

Atlande does not know the location of the fates, though she has heard of their reputation, their name spoken with fear by other fae. She claims they are older than even her, and suggests they seek the counsel of a more ancient creature. She tells the characters to seek out the Exile, a wise entity who dwells in a cave in the mountains to the north.

If asked about the tomb of Pselis, she replies that even she does not venture to the pine forest nestled in the Trident's southern fork. Dark shapes walk among the barren pines, though no mortal beasts dwell therein.



AWARDING EXPERIENCE POINTS

The characters gain experience for persuading her to help them. If they do, divide 200 XP equally among the characters. If they best Atlande in combat to secure her help, divide 800 XP equally among the characters instead.

TREASURE

Atlande is carrying a single **Arrow of Oreya**. If asked how she came by it, she will say it was a gift from an Oreyan amazon of old, and gesture at a puncture scar below her right breast. If the characters return with the orc chieftan's head, she will give them the arrow, telling them it cannot fail to hit its mark. If the characters also brought her a hide as tribute and earned her respect, she will have made them a **Nemean Hide** from it by the time they return.

THE VILLAGE OF ARGYLOS

Argylos is a fishing village on the Trident's southern fork. It is built on the rocky, forested banks of one of the river's large estuaries. It is one of the many small villages along the coast that is ruled by Illos and Ithea in turn. When the ocean was calm, it traded with other coastal settlements as far as Crixos.

The village was attacked by a raiding party of merrow, swimming soundlessly up the black waters of the Trident. Merrow are not known to swim up rivers so far inland, but the sea has changed. The village hosted only a handful of hoplites. A few brave warriors held off the merrow while their comrades escorted the villagers south to the relative safety of Oreya's Wood, in the hopes of making it to Crixos.

Argylos is a cluster of square stacked-stone houses along the rocky forested banks of the Trident. Dry lichen clings to the flecked stones and cracked terracotta tiles of the buildings. Among them the roots of ancient, rough-barked trees grasp the stony soil. A soft carpet of rust-colored pine needles covers the ground. A low shepherd's wall of stacked stones rings the village on its landward side. Some sections have been tumbled by time into a scattering of fallen stones, half buried by loose earth and pine needles. On the village's far side, by the black slow-flowing waters of the river, lichen-splotched boulders flank a small beach of worn stones, where the wreckage of several small vessels lie scattered. Shattered hulls, splintered timber and waterlogged rope lie strewn across the rocks.

A **merrow abomination** and three **merrow raiders** stalk among the stone houses. The buildings have been sacked, doors smashed in, and the contents of clay jars and amphora dashes on the stones. The bodies of several hoplites and villagers lie in the dirt, some torn apart, half eaten by needle-sharp teeth.

Dark shapes float in the inlet. From the shore they appear to be bodies, perhaps of the villagers. A DC 15 Wisdom (Perception) check reveals them to be ten

dormant **merrow neophytes**. They will awaken if the water is disturbed. These were once villagers and hoplites of Argylos, turned to merrow in the brackish water.

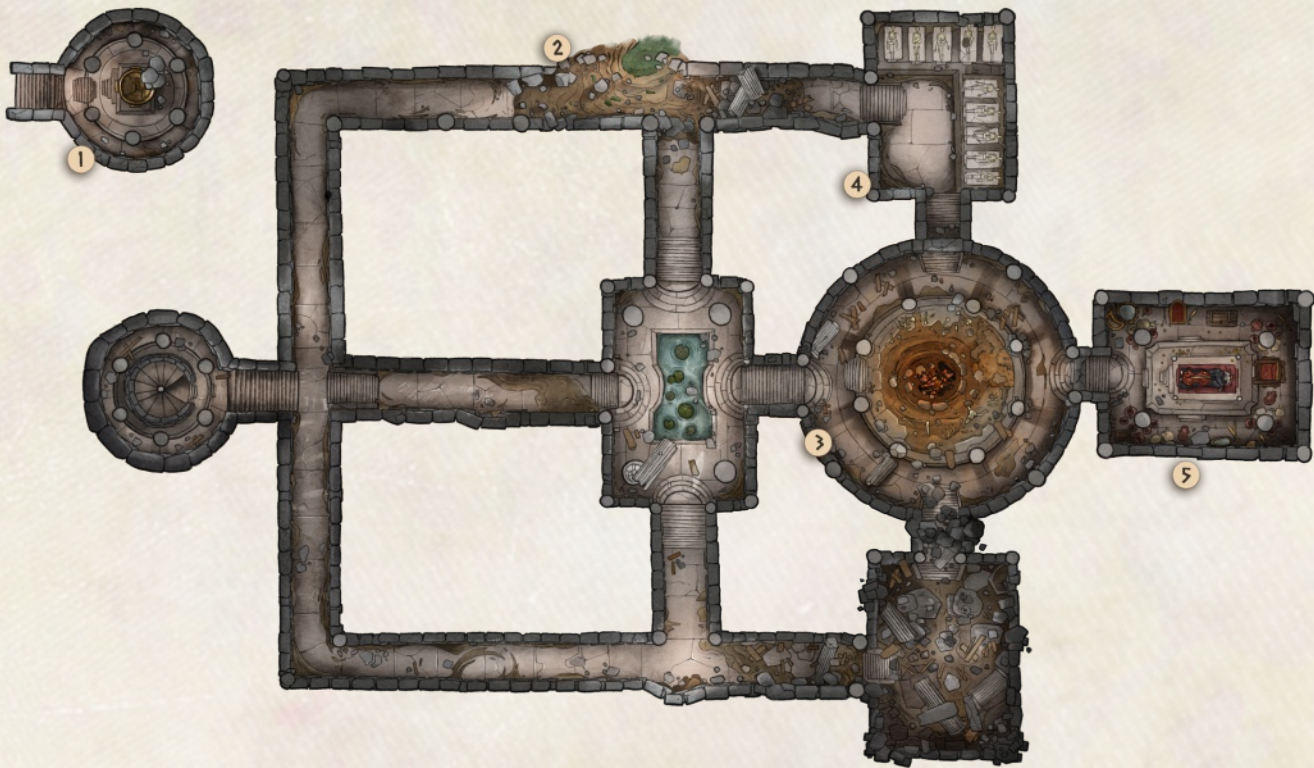
TREASURE

Scattered among the abandoned villagers' huts are some small trinkets of minor value. One house contains a fishing spear and net, leaning against the crumbling plaster of its far wall. Another holds a small shrine to the gods by its hearth; three carved driftwood statues of Thessa, Hyperius, and a local deity lay toppled on the mantle (worth 5 sp each). In one house, amid fragments of fired clay, lie 100 tridents spilling from a broken white and blue keyed vase.

AWARDING EXPERIENCE POINTS

Divide 1,450 XP equally among the characters if the party defeats the merrow. This marks the completion of a quest given by Nalanthis, the shipmaker of Illos.





THE TOMB OF PASELIS

Half forgotten amid ancient pines lies the tomb of Pselis, a tyrant king of old. Pselis was a minor king who sought to gain power by subjugating the other rulers of the Trident. Though they eventually united to defeat him, it was not before his ambitions had taken their toll on the land. Many villages were put to the torch and those who would not kneel before him were slain. In one such fateful village, the women and children sought refuge in a temple of Cryxis. Undeterred, his warriors sacked the temple, slaughtering all those found inside. As blood spilled upon the sacred ground, it is said that the god Cryxis cursed King Pselis and his warriors never to find rest in the golden fields of Lycium. A successful DC 13 Intelligence (History) check reveals this information about the king.

As Pselis grew old this prophesied fate drove him to madness. He built an elaborate tomb for himself and his warriors to ensure their place in the underworld. His efforts were in vain however, as his shade and the bones of his warriors were doomed to walk the earth, denied their final rest. The tomb itself has fallen into ruin, appearing as little more than a tumbled cairn of stones from the outside. Within, its labyrinthine halls and collapsed corridors have recently become the lair of a minotaur.

1. ENTRANCE CHAMBER

Ancient pines grow tall and dark above a muffled carpet of their rust-colored needles. Grey stones splotted with lichen lie among the gnarled roots. Some bear the worn edges of masoned blocks, softened by time and moss. Between the trees

stand ruins of the same grey lichen-marked stones like strange monuments — a lone arch or the tumbled spine of a wall, half buried in pine needles, without beginning or end.

You come upon a toppled pile of grey stones, splashed with pale lichen. Ivy curls over the stacked blocks, tracing the cracks between the stones.

A successful DC 10 Intelligence (Investigation) check or several minutes spent examining the pile of stones reveals the entrance.

The ivy is thick against the cairn's northern side. It pushes aside like a curtain to reveal an opening, a rough black rectangle of darkness. You feel cold, musty air seep from within and see crumbling stone steps vanishing down into the dark.

The stairs lead down into a circular chamber, the walls made of the same stacked stone as the steps and the cairn above. Supporting pillars ring the perimeter, cracked traces of faded red paint still clinging to the wood. The ceiling is a vaulted dome with a large round stone at its center. Beneath this keystone is a raised stone dais. A cracked stone brazier rests atop it, broken by a large stone fallen from the dome. Roots of the pines above push through the cracks between the stones like long twisted fingers.

With a successful DC 15 Intelligence (Investigation) check a character notices cool musty air coming from the edges of the central dais, revealing that it blocks a passage. The stone dais can be moved with a successful DC 17 Strength check to reveal a stone well that descends into the tomb proper.

The corridors of the tomb are low and winding. The

floors are soft packed earth, splotted with patches of white mold. The walls are crumbling stacked stones. Roots push through the cracks in the walls and ceiling. In some areas, stone pillars line the walls for support. Collapsed and caved-in corridors have turned the tomb into a maze; many hallways end in a pile of loose stones and dark earth. Other halls are partially blocked by rubble or pillars, fallen and lying in fragmented pieces. Such obstructions count as difficult terrain.

2. COLLAPSED PASSAGE

A recent collapse has left a section of passageway open to the surface. The characters may discover this collapse if they scout the area around the cairn.

Open to the forest and sky beyond, the hallway is blocked by a ramp of loose earth and the veins of uprooted trees. Loose sod hangs over the edges of the collapse, and the ground is scattered with brown pine needles.

A successful DC 13 Wisdom (Survival) check reveals that a large creature has been using this tumbled earth as an entrance and exit to the tunnels. A successful DC 17 Wisdom (Survival) check reveals that the creature is bipedal and hooved, far too large to be satyr it is likely a minotaur.

3. THE MINOTAUR'S LAIR

In the central chamber a **minotaur** (Arkadian) has made its lair. It has dug a crude fire pit filled with smoldering embers. The stones above are blackened with soot and the air smells of smoke. Suspended from the ceiling by lashed roots are its most recent prey. The side of a cow hangs alongside two human corpses, tomb robbers who stumbled upon the minotaur in the tunnels. The minotaur will leave its lair and enter the low tunnels if it becomes alert to the presence of interlopers.

On stone panels that band the room's circular wall, carved reliefs tell the story of King Pselis. Though soot-blackened, cracked, and broken in places, a character who studies the reliefs with a successful DC 10 Intelligence (Investigation) check learns the history of the king detailed at the beginning of this section.

Four doors lead from this central chamber. One is the entrance, leading to the labyrinth and ultimately the outside. The one directly across from it leads to the king's chamber. The door is a massive slab of stone.

On either side of the room, narrow stone doors lead to the catacombs that house Pselis' warriors. One door lies smashed in heavy fragments upon the earthen floor; beyond, the tunnel is entirely collapsed, filled with earth and rubble. The other door is cracked, its top half a broken slab upon the ground. With a successful DC 10 Strength (Athletics) check a

character can climb over the narrow cracked slab. With a successful DC 15 Strength check, a character can move the stone door, toppling it or pushing it to the side.

AWARDING EXPERIENCE POINTS

Divide 700 XP equally among the characters if the party defeats the minotaur.

4. THE CATACOMBS

Three shallow stone steps lead from the narrow doorway into a low-ceilinged stone chamber, cold and damp. Stone plinths form an aisle, five to each side of the narrow chamber. Atop each waist-high plinth lies a fire-blackened skeleton, their armor rotted, the luster of bronze adornments blackened by fire and greened by earth and time. Leaden coins, half melted, sit in the hollows of their eyes.

These ten skeletons are the warriors of Pselis, still loyal to their king in death. They will all rise if any of their bones are disturbed.

TREASURE

Each skeleton has two leaden coins — Crixian Masks — placed over their eyes. These coins, half melted by long-past funeral pyres, will clatter to the ground as the skeletons rise. There are twenty lead Masks total.

One of the skeletons still carries remnants of its armor. Blackened twisted leather covered in white mold clings to its ribcage. Atop its skull is a tapered helmet, made from slivers of boar tusk arrayed in rows. The leather backing of this helmet is shriveled by heat and crumbling from the damp, splotted with white mold. In its current state, the tusks are worth 50 gp, even though some are cracked from the funeral fire. If repaired by a spell such as mending or a successful DC 15 check with leatherworker's tools and 10 gp worth of materials which are consumed during the process, the helmet is worth 200 gp.

AWARDING EXPERIENCE POINTS

Divide 500 XP equally among the characters if the party defeats the skeletons.

5. THE KING'S CHAMBER

Shallow steps lead into a small stone burial chamber. Four thick stone pillars support the low ceiling. In the tomb's center is a heavy granite plinth. Atop it is the charred and blackened skeleton of a king. Though flame and rot have consumed much of his adorned splendor, the gold remains, glinting from mounds of sodden ash.

The plinth upon which the bones of Pselis rest tell the story of the king's conquest, painting him as a tragic hero. The final panels tell of his descent into madness and depict the construction of this tomb.

With a successful DC 13 Intelligence (Investigation) check a character notices that the panels can be moved, revealing carved shelves concealed in the rock.

TREASURE

The burial chamber of King Pselis is filled with riches plundered during his reign. His bones are blackened by fire and much of the finery that once clung to them is turned to ash and earth; only remnants of his armor remain. In his hands he holds a cracked amber gem, engraved with a rearing, roaring lion and his own name (75 gp).

Heaped by the pillars are clay pots and amphora. Some are cracked or lying in shards, but many are intact. Small jars and thick glass bottles hold perfumes, ointments, and salves, long dried and turned to dust. Among the vessels are 1d4+1 potions of healing.

An ornate wooden chair, thick with mold, has a carved back terminating in twin lion heads, the eyes of which are amber with gold flecks (20 gp each). In a corner rests a wooden chest with a gabled lid. It bears faded traces of red paint, obscured beneath rot and grime. Inside the chest is a hoard of 2,500 black silver Tridents, each struck with the face of Pselis. Among the coins are a silver goblet ending in a ram's head (35 gp), a twisted golden bracelet ending in lions' heads (75 gp), a yellowing ivory comb with a boar hunt motif (25 gp), and a small bronze statue of Krytos, its tiny golden spear slightly bent (20 gp).

Along the walls rest various weapons and armaments, spears, swords, and shields bearing the cracked red faces of lions. Among these weapons is a long bronze sword, its pommel set with three silver dolphins, the symbol of Illos. The Sword of Illos is magic and grants +1 to attack and damage rolls against creatures with an innate swimming speed.

In the concealed recesses behind the panels of the plinth are long, narrow, fragile clay jars. There are 12 such jars. Roll 2d4 for each to determine its contents.

2. Scroll of *augury*
3. Scroll of *magic weapon*
4. The scroll is black with mold and rot
5. The scroll crumbles into dust
6. The jar is empty
7. Scroll of *spiritual weapon*
8. Scroll of *shield of faith*

The Shade of Pselis. The forlorn shade of Pselis haunts the tomb and the surrounding woods, forever lingering, condemned by the ancient curse. Dark and ephemeral as smoke, he appears as a shadow of the man he was in life; his armor, once fine, is scarred and pitted by battles long past, rich cloths tattered. His face, sunken and hollow, stares with unblinking eyes, white and blind as silver coins. His beard is long

and his hair is bound by a leaden circlet, heavy upon his furrowed brow.

Though in death he cannot speak, the shade of Pselis may attempt to communicate with mortals who come upon his tomb, through cryptic gestures and his innate spellcasting abilities such as *suggestion*, *geas*, and *dream*. He is as greedy and wrathful in death as he was in life, and seeks only to protect his treasures and punish those who trespass upon his domain.

AWARDING EXPERIENCE POINTS

Divide 700 XP equally among the characters if the party defeats the shade of Pselis. Returning the Sword of Illos to Myrrine marks the completion of her quest, awarding 300 XP divided equally among the characters.







THE RUINS OF MEMNOSS

The ruins of Memnoss lie half buried in the dry hills to the east of Ithea. Once a foothold of the Erebo dwarves, it has lain forgotten and abandoned for an age. No one knows what drove the dwarves from this place; some war or cataclysm long since past. All that remains now are their sandstone ruins.

Recently a young hydra, Chthon, decided to claim the ruins as its lair. It has chosen the acropolis as its den. Several small raiding parties of orcs from Gargaros flocked to Memnoss to serve the hydra and gain its favor. United by a leader, Khraosos, the orcs have grown bold under the protection of the hydra, raiding the small surrounding villages for food, supplies, and captives.

As you crest a dry hill, you can see the ruins of Memnoss scattered in the arid valley below. Worn sandstone ruins, eroded by wind and time, lie like bleached bones amid scrub grass and the clawing branches of dry wizened trees. The ruins are half buried in dust and dry earth. Stacked stone houses stand roofless, their doors and windows open to the wind and sky. A colonnade of thick pillars, most toppled or broken, leads to a small rise at its far end where the skeletal sandstone columns of an acropolis still stand.

GENERAL FEATURES

Of the ruins of Memnoss, only the stones remain. Most

of the buildings are ruins, some little more than heaps of toppled stones. Others stand as hollow shells, one or more of their walls still remaining, their rooves long collapsed, filled only with sand and debris.

1. THE TOWERS

A pair of squat stone guard towers stand at the entrance to the valley like a pair of broken teeth. One has partially collapsed, little more than a square hollow between crumbled walls. The other stands mostly intact. Rubble and rough stones mark the foundations of wide ancient walls.

The standing tower is a hollow shell, the wooden floors long ago turned to ash and dust. A rough ladder climbs twenty feet to the top where a crude platform of lashed planks bridges the crumbling outcroppings of what once was the roof. Behind a pile of rubble an orc keeps watch. If he sees the characters he will raise the alarm, calling down to his companions in area 3.

AWARDING EXPERIENCE POINTS

Divide 100 XP equally among the characters if the party defeats this orc.

2. THE BARRACKS

Immediately beyond the towers, this low stone building is partially set into the earth. Unlike the others, it is rooved in worn timbers and scraps of canvas and hide.

Three short, wide steps, each cut from a single stone, descend to a recessed doorway. The low doorway, made of heavy stones, has no door and opens onto a packed earth floor, mostly cleared of rubble. The sandstone walls still carry traces of plaster and faint ochre paint. Large clay jars line the far wall, beyond a fire pit ringed in broken stones. The fire is little more than ash, a few embers smoldering with a soft orange glow.

This is where many of the orcs sleep when they are not raiding. Having faced little resistance in their raids, they have grown bold and greedy, and have begun to range farther, pillaging for longer before returning to the ruins. The floor is scattered with straw and dirty woolen blankets. Six orcs, in addition to those mentioned elsewhere in this section, sleep here at night. During the day they may be in the amphitheatre aiding in the mystic's rituals, watching their chieftain's hounds and prisoners fight in the bathhouse, bringing offerings to the hydra, or venting their brutish boredom in the agora.

AWARDING EXPERIENCE POINTS

Divide 600 XP equally among the characters if the party defeats these orcs, wherever they may be found.

TREASURE

Along one wall are propped a dozen spears with crescent hide shields leaning against them. The weapons are crude, but surprisingly organized. The shields have each been crudely marked with a black many-headed hydra. The clay jars contain food: olives, dates, and figs, the bounty of their raids. A square masoned stone has been used as a butcher's block in one corner, and flies buzz around it, landing on the film of dried blood.

3. THE GUARD HOUSE

This stone hut has a roof of timbers and tattered sailcloth. Sections of the ruined window and wall have been crudely repaired with hardened mud bricks. This dwelling is occupied by the orcs left to guard the entrance to the ruins. A Gargaran orc commands the watch. With him are two orcs who take shifts at the watchtower or patrolling the rubble that marks the ancient wall. If the sentry in area 1 raises the alarm, these orcs will come.

AWARDING EXPERIENCE POINTS

Divide 400 XP equally among the characters if the party defeats these orcs.

4. AMPHITHEATRE

Cut into one of the dry hillsides is a stone amphitheatre.

The heavy stone blocks forming the amphitheatre's cracked and crumbling seats lead down to a flagstone arena. Four heavy, broken dwarf statues mark the back of the stage, though time has worn their features — all save the beaded coils of their stone beards.

The orc mystic, Hekaxis, has claimed this amphitheatre as her domain. She uses *augury* to read omens in the entrails of beasts and captives, strewn over the large broken stone head in the arena's center. She gives counsel to the chieftain Khrosos and commands respect and fear from the other orcs. She is in the theatre with a Gargaran orc who she is marking with black tattoos using a bone needle and an animal skull filled with thick black ink.

AWARDING EXPERIENCE POINTS

Divide 650 XP equally among the characters if the party defeats Hekaxis and the Gargaran orc.

5. THE PRISONERS

A run of three mostly intact small stone buildings have been converted into stockades. Their rooves gone, they are pens for the prisoners, doorways barred with gates made of lashed wooden timbers. Two orcs stand guard over the captives, prisoners from their raids. They sacrifice them as offerings to the hydra or give them to Hekaxis for her dark rituals.

The pens are each filled with rubble and refuse. The first pen contains three humans, Patroclus, Agatha, and Clio. Though all the prisoners are beaten and half starved, both Patroclus and Clio will help the characters however they can. Clio is an acolyte of Lyria, all that survives of a raided trade caravan. Patroclus and Agatha are **commoners** from a nearby village. Agatha is of little use in aiding in her escape. Her son was taken as a sacrifice to the hydra the night before, and her husband died protecting her during the raid.

The second pen holds Ajak, a half orc berserker. He is from another orc tribe that does not worship the hydras. The orcs have kept him alive, pitting him against their cerberus runts for sport. He is covered in claw marks and has a nasty bite on his left forearm. He has 33 hit points remaining. He speaks broken Arkadian and will help the characters if they free him, staying true to his word if given. The last pen is empty, the sand stained dark with dried blood.

AWARDING EXPERIENCE POINTS

Divide 250 XP equally among the characters if the party defeats the orcs and frees the prisoners.



6. THE SQUARE

At the heart of Memnoss lies a broad flagstone square.

At the center of a broad flagstone agora, on a massive stone block, stands the statue of a forgotten god. It is the carved figure of a dwarf with the head of an ox, one stone horn broken. The cracked plinth upon which it stands is deeply carved with blocky dwarven runes.

Though cracked and pitted, some the Dwarvish can be deciphered. The dialect is archaic, and a character that can read Dwarvish must first succeed on a DC 12 Intelligence (History) check to decipher them. Dwarf characters may apply their Stonecunning trait to this check.

"...and blood and wine upon the soil sown, in your name, Ptol, shaker of the earth... pillars risen in your name of carven stone... your Crown of Horns heavy will eternal rest upon the altar of kings honored in gold and bone... heaped the treasures of the earth... oh Ptol, oxen god, sunderer of mountains..."

7. BATH HOUSE

At the foot of the crumbling stone steps in the shadow of the acropolis is a large building, its façade of thick pillars mostly intact. The ruins of this dried bathhouse have been claimed by Khrasos, the Gargaran orc chieftain. He has fashioned himself a throne of heavy masoned blocks and holds court by the dry pool with his two cerberus runts lying at his feet. He will sometimes feed captives to his hounds or pit them against Ajak for sport. There used to be three hounds, but Ajak killed one last time he was forced to fight. He is waiting to hear from his scouts who are overdue to return to Memnoss.

The dry bath before Khrasos' throne makes for his arena. The large rectangular sunken stone bath has long since dried up. In the center of the tiled floor is a mosaic of thick squares of colored glass forming the stylized head of a bearded dwarf. Similar mosaics trace blocky geometric patterns around the perimeter of the barren pool. The stone tiles are strewn with bones and fragments of rotten meat from the hounds' many meals.

TREASURE

Khrasos keeps his take from his minions' raids behind his makeshift throne. This is all he has dared keep from the hydra. Two low stone troughs are filled with his loot. A scattering of Tridents, Bolts and Masks, totalling 115 gp, lie in the coffer. Some of the coins have been cut in half or quartered. A few bear holes, as if once worn on a string. Atop the coins are a cracked and worn carved bone statue of a dryad (10

gp), an upper arm band of black copper formed into a coiling snake (5 gp), and a scratched bronze mirror (5 gp). There is also the ornate hilt of a broken bronze sword, its handle yellowed ivory bound in thick gold wire (worth 10 gp).

AWARDING EXPERIENCE POINTS

Defeating Khrasos the orc chieftain completes a quest given by Arcturus. Divide 1,500 XP equally among the characters if they defeat Khrasos and his hounds. If the players return his head to Atlante, award an additional 200 XP.



8. RUINED PALACE

The ruins of a collapsed palace, sundered by some great upheaval, lie crumbling at the foot of the acropolis.

Perhaps once a palace, faint traces of red paint still cling to the thick pillars that support a second story, the broken floor open to the sky. If it once held an entrance, both wall and door are long since gone, and only a mound of rubble fills the gaping wall.

Two dead orcs lie in the rubble just inside the structure. One has been crushed, his back broken; the other lies bloated, black veins bulging in his neck. They have both been killed by the **giant scorpion** that lives in the palace rubble. It will wait to ambush any creatures that enter the ruins.

Something large skitters in the shadow of the ruins. It crawls over a pile of rubble with alarming speed, above the insectoid legs, its body is a mass of black armored plates. The giant scorpion snaps at you with clacking pincers as the wicked barb of its tail rises to strike.

AWARDING EXPERIENCE POINTS

Divide 700 XP equally among the characters if the party defeats the scorpion.

9. TOMB

In the ruins of the palace, the glint of gold can be seen in the sand. 12 ancient square gold coins lie scattered in the sand, spilling out of a broken clay vessel. The floor in this section of the palace, below a layer of sand, is dried, brittle wood and will collapse if a medium or larger creature moves onto it. If the floor breaks, a creature must succeed on a DC 12 Dexterity (Acrobatics) check or fall into the antechamber below, taking 1d6 bludgeoning damage from the fall.

The antechamber is a dry square room, filled with large dusty clay jars and rubble. The walls appear to be the same stacked stones of the house above, though covered in cracking plaster. One wall, however, has a crack where the plaster has flaked away, revealing it to be wicker, with darkness beyond the woven reeds. The wall can be easily broken through (AC 10; hp 5; immunity to poison and psychic damage).

Beyond the wall is a small low-ceilinged burial chamber. A row of figures stare back at you from the shadows, flanking a stone sarcophagus as if standing vigil. As your eyes adjust, you see they are the terracotta statues of dwarves, life-size clay warriors. One, larger than the rest, has a bull's skull in place of its head, the wide sockets of its eyes hollow and empty.

Some medium creatures have to stoop to enter this space. The plaster on the walls is better preserved, bearing faded peeling frescos of stylized dwarves

holding court in stony halls and hunting amid an endless field of reeds. Clay jars and carved wooden chairs, chests, and chariot wheels lie piled on the floor. Between the statues of the dwarves, a bull skull carved with linear patterns sits atop a clay figure so large that its knuckles rest on the ground like those of a great beast.

Sarcophagus. In the center is a broad stone sarcophagus, its carved lid bearing the stony likeness of a dwarf dressed in strange battle armor.

Dwarvish script is chiseled in a band around the edge of the sarcophagus' lid. The dialect is archaic and a character that can read Dwarvish must first succeed on a DC 12 Intelligence (History) check to decipher the runes. Dwarf characters may apply their Stonecunning trait to this check.

"Here is interred Inachus the mighty, last of the great kings of Memnoss. Let his treasure and his warriors, given willingly to the earth, find him in the lands of Ptol beneath the leaden sky."

It can be opened with a successful DC 14 Strength check. Disturbing the tomb causes the clay body of the minotaur statue to crack apart, revealing carved bones within, animating as a **minotaur skeleton**.

TREASURE

The room is filled with clay vessels, most carrying withered food, dried grain, and fine dust. Three small chariots lay disassembled in wooden heaps. There are three wooden chests, their copper clasps tied shut with brittle string, each marked with a cracked clay seal. Each chest contains 300 ancient square gold coins with an ox on one side and a bearded dwarven face on the other. There is also a gold ox figurine (worth 100 gp), a thick gold coil earring ending in a ram's head (worth 5 gp), and a heavy gold signet ring with a bull-shaped seal (worth 25 gp).

The central sarcophagus holds the mummified corpse of a dwarven king. His face is hidden behind a mask of beaten gold, and the long black coils of his beard and hair are adorned with golden beads. The mask is worth 550 gold. One finger is wearing a heavy gold seal in the likeness of an ox, worth 250 gold. He is clad in a red-gold set of ancient armor, thick with dwarven runes. It is a set of **Orichalcum Dwarven Plate**. It is only large enough to accommodate a dwarf or other stout race.

AWARDING EXPERIENCE POINTS

Divide 450 XP equally among the characters if the party defeats the minotaur skeleton.

10. THE ACROPOLIS

This acropolis was once a shrine to Ptol, the ox-headed god who the dwarves of Memnoss once worshiped.

Wide sandstone steps, cracked and crumbling, lead up to the skeleton of a pillared acropolis upon a steep rise. Its roof long collapsed, only the pillars and the bones of its foundation remain. Long claw-marks rake the stairs and carve the sides of the pillars, some scorched black with soot.

Once atop the stairs, a faint pulsing heat can be felt radiating from beyond the pillars. A **young hydra** named Chthon has made this acropolis its lair, pushed south by the competition from its brood in Gargaros. The hydra spends most of its days in the sun, basking like a great serpent.

The hydra, as all its kind do, speaks in the royal we. The hydra cares little for the orcs though it feeds upon their worship and offerings. It devours the sacrifices offered to it and greedily hoards the treasures they have brought it from the ruins and their raids. The hydra knows the location of the fates, but will not be easily coerced into sharing such knowledge without price.

A massive serpentine creature twines around two vast and trunkless legs of stone. Its coils snake around shattered fragments of the statue and slither over a massive stone bull-like head, one horn broken.

TREASURE

Scattered on the ancient flagstones are 200 heavy square dwarven coins, 50 Bolts, 300 Tridents, and four small bronze idols each of an ox-headed dwarf with onyx eyes (40 gp each). There are several gems: seven polished stones of lapis lazuli (10 gp each), and an engraved piece of polished obsidian displaying the sacrifice of a bull by a dwarf priest (100 gp). There is also the skull of an ox, its horns sheathed in gold, once the centerpiece of the altar; this is the **Horns of Ptol**.

AWARDING EXPERIENCE POINTS

Divide 2,000 XP equally among the characters if the party forces Chthon to flee. If the characters slay the hydra, divide 3,900 XP equally instead.



MOUNT CYRINTHUS

Mount Cyrinthus is a lone peak, rising to the south of the Gargaran foothills. It can be seen for miles from the surrounding dry hills, its snowcap summit disappearing into the clouds. Near its peak is a cave, the lair of Amenet, an ancient sphinx from cursed Nys.

Harpies' Nest. As the characters climb the mountain read the following passage:

The mountain path has grown steep and rocky. Only scrub grass and stunted trees, twisted by wind and time, cling to the outcroppings of bare rock. A shadow passes over you, then another, wheeling.

One harpy (Arkadian) and two starving harpies nest in this crag. They will attack opportunistically, retreating if the prey proves too troublesome. If they are driven off, they shriek and cry insults.

"Climb, climb, climb! There is no coming down! We will pick your bones when she has taken her fill!"

TREASURE

Nearby, on an outcropping of rock, is a nest of brush and twisted brambles. It is filled with picked bones, scraps of tattered cloth, and molted feathers. A broken spear head, shards of fired pottery, and 7 Bolts lie scattered amid the filth.

AWARDING EXPERIENCE POINTS

Divide 250 XP equally among the characters if they defeat the harpies.

THE EXILE'S CAVE

As you climb higher, patches of snow can be seen among the rocks. Before you in a cleft between a pair of boulders yawns the mouth of a cave. As you approach, you feel warmth radiating from within. The air is thick with the smell of incense.

Inside, the cave is lit by flickering firelight. Between tall sandstone pillars are bronze basins on ornate stands, piled with smoldering coals and lumps of smoking amber. The floor and walls are smooth and regular, cut from large sandstone blocks. The walls and pillars are painted with vibrant pigments, depicting elves with ashen skin toiling in a land of reeds and sand.

The passage ends in a long hall, more resplendent still. The hall is lined with pillars, their tops carved like lotus flowers, painted with rich reds and blues. Large bronze braziers hold roaring fires, filling the hall with heat and warm golden light.

This interior is an illusion conjured by the sphinx's *mirage arcane* spell. In reality, the cave is cold and barren, littered with bones.

A voice, low but decidedly feminine, comes from the darkness beyond the firelight, almost a purr, "It

has been a long time since I have had guests."

Tawny eyes glint in the firelight and you see the face of a woman, her beauty accented by bold lines of blue and gold paint.

She moves into the light of the flames, taking a single step with a large paw, heavy yet soundless. Her long dark hair falls about the sleek body of a great cat, larger than any lion. She stretches luxuriously, claws flexing as she spreads her massive wings. The sphinx looks down at you and smiles.

If the characters amuse the sphinx, flatter her, or impress her with their wit or cunning, she will cast *heroes' feast* to lay out a banquet. Platters of seasoned meats and poultry rich with herbs and salt, pitchers of milk and honeyed wine, bowls overflowing with figs, dates, and plums cover the table.

If a character disrespects the sphinx, loses to her in a match of wits, or otherwise incurs her ire, she will cast *maze* on them. The sphinx will only attack the characters if they are openly hostile or she perceives them as a threat.

The sphinx is not an oracle, but has amassed considerable knowledge throughout the ages, including the location of the fates. She will exchange knowledge for knowledge, should the characters possess any she deems valuable. The sphinx will also exchange knowledge for magic items, which she covets. If the characters do not have anything suitable to bargain with, the sphinx may pose a bargain of its own — a riddle. If the characters answer correctly it will give them the answer they seek, but should they fail she will devour them.

The sphinx does know the location of the of the fates, north in the mountains of Gargaros, in the chasm of a sundered black peak. She covets an item the fates possess, which she refers to as "the Eye". She promises a great reward should they return with the Eye. She adds that they should bring a sacrificial ram as an offering to placate them.

Once the sphinx has finished with the characters, she retires into the depths of the cave. She will end the illusion of the palace to reveal the reality of the dark cave, cold and barren, save for piles of bones.

THE SPHINX'S RIDDLE

"One wind there is: ten sailors row amain
Two vessels, and one steersman steers the twain."

If a character succeeds at a DC 18 Intelligence check, reward them with a hint: the answer is a type of musical instrument. A character who is proficient in musical instruments has advantage on this check.

The answer is a double flute.



TREASURE

At the back of the cave is the sphinx's den. It sleeps in a small chamber, filled with bones and small treasures she has collected over the ages through bargains and wagers. Stone tablets and trinkets lie scattered among the bones. Three of the stone tablets function like spell scrolls (*contact other plane, conjure animals and enhance ability*). A cracked lyre made from a human skull mounted with antlers (worth 15 gp) lies by a boulder. Leaning against the malformed skull of a cyclops, in a sheath of dark wood banded in gold, is a **Labyrinthine Kopis**.

AWARDING EXPERIENCE POINTS

Divide 1,000 XP equally among the characters if the party solves the sphinx's riddle. If the characters kill the sphinx divide 5,000 XP equally among them.

THE TEMPLE OF FATE

As the characters travel north towards the mountains that border Gargaros, the days grow shorter.

The sky is darkened by heavy clouds that cling low to the jagged black peaks. One is cleft, as if by lightning, split by a jagged crack. In the distance, the low rumble of thunder echoes off the crags.

The foothills of the mountains of Gargaros are a desolate and barren place. The charred skeletons of trees claw at the grey sky. As you make your way closer, they give way to petrified trunks, cracked and shattered where they have fallen. Piles of loose shale give way underfoot, and foul steam billows from sulfurous vents among the rocks. Black spars of jagged rock lean against each other at odd angles like broken limbs.

THE SUNDERED PEAK

A narrow cleft cuts a crooked path between looming black cliffs of jagged rock. The cleft is so narrow in places, a medium sized creature must squeeze to fit through. In other places it is wide enough for several creatures to walk abreast.

The cleft finally opens to a hollow, a valley in the rock. Hills of shale fragments climb steeply on either side, and beyond can be seen the yawning maw of a cave, ragged in a cliff of black stone. Steam plumes from small cracks in the rocks amid shards of slate and fragments of splintered bone.

In the center of this hollow, what at first glance may seem a large black boulder is actually a sleeping three-headed **cerberus hound**. Columns of steam rise from its nostrils as its great side rises and falls with each heavy breath. The hound has disadvantage on Wisdom (Perception) checks that rely on smell while it is asleep.

AWARDING EXPERIENCE POINTS

Divide 450 XP equally among the characters if they defeat the hound.

THE CAVE

Stairs. Inside the yawning mouth of the cave, the air is thick and hot. If a torch is struck, bones and worn bronze glint dully in the flickering light. Hot, sulfurous steam billows up from a worn stone stairway cut into the black rock. Mist clings low to each step, eddying around each trespassing footfall. The stone steps wind down into the earth, each worn into a shallow bowl in the center, smooth as obsidian, as if by the passage of many feet. The stairs end at a walkway of stone, extending out into a black river, its surface shrouded in coiling mist.

River. The stygian waters of the river flow from a cursed spring deep in the earth. A creature that enters the water or begins its turn in it must make a DC 12 Constitution saving throw, taking 2d8 necrotic damage on a failed save, or half as much damage on a successful one. The water has no effect on undead or constructs.

The Ferryman. The ferryman, a **shade**, was once a hero, now bound in service to the fates. He cannot speak, but can understand the languages he knew in life. He brings his small vessel to dock at the stone wharf. He has been sent by the fates, who are aware of the characters' presence in their lair.

Water laps softly in the deliberate rising and falling rhythm of an oar or pole. From the fog comes a small boat. At its stern looms a tall man shrouded in black. Beneath his hood, two large silver coins cover his eyes, glinting in a fixed, expressionless stare.

As the ferryman guides the boat down the river with the characters on board, the mist coalesces into shapes, half formed figures and faces of the dead — those that have devoured by the fates, the shreds of their shades lingering on. These **specters**, though they cannot speak, will try and warn the characters to turn back.

THE FATES

The sulfurous smoke parts as the silent ferryman guides the boat to a narrow stone walkway, the black water lapping at its sides. His head turns, silver eyes dull, as he raises a hand and points towards the shore.

The cavern where the fates dwell houses the ruins of a temple of Cryxis. Perhaps once carved into the mountains above, it was plunged into darkness in some cataclysmic event of old, swallowed by the earth. Three oracles discovered its ruins, and a powerful artifact within: a leaden mask called the Eye of Fate. They used it to augment their gifts. Word of their powers spread, and many came to them seeking knowledge and offering sacrifice in return. Over the ages, the mask twisted them, drove them mad. Now, half forgotten, they dwell in this accursed place, their mortality and sanity long spent.

The eddying mist of the river gives way to black rock. Ahead of you, light flickers. Cracks and fissures burn with pale and silent flames, casting the stones into a sinister silhouette. A cavern opens, filled with the ruins of a dark temple. The faces of buildings lean at impossible angles, wedged in the rock, split by cracks. Black doorways yawn empty, or are sealed by the solid rock face behind. Some are lit from within by the pale flames that spring from the stone, as if in a mockery of habitation.

"What have they brought us, sisters?" croaks an ancient voice.

"Once they brought us white rams!" cries another.

"It is long since we have tasted meat." cackles a third.

The fate sisters demand a sacrifice for each question they answer. If the characters brought a ram at the sphinx's suggestion read the following passage:

They circle the ram, the one wearing the leaden mask wraps her claw-like fingers around its horn. Wild eyed, the ram bleats, pulling away. The Fates cackle as they drag it towards a black stone altar. They place it upon the stone. Two hold its legs as the third, masked, slits it open with her clawed hands. The sheep bleats, still alive and thrashing as blood spills over its matted pelt. She reaches inside it, pulling forth a fleshy mass – its heart, clutched in her bloodstained claws.

ROLEPLAYING THE FATES

The fates are three hag-like crones, driven mad by their prophetic sight.

If the characters ask a question and do not offer a sacrifice, the fates will attack, demanding one of the characters as sacrifice. They will try to bait the characters into asking more questions, telling them there is more to know, promising them important information, or giving cryptic warnings about misfortune to come.

The sisters will pass the Eye among themselves, using it to cast spells. They may pass the item as part of their movement or action. They may continue to concentrate on a spell cast with the Eye, even after they no longer possess it. If none of the Fates wear the mask, they are blind. While at least one wears the mask, the others share the truesight it grants.

The mask has AC 10 and 10 hit points. If the characters seize the mask, the Fates will beg and plead for it to be returned, doing anything, even answering a question, to get it back. They warn that if it is destroyed, the characters will be doomed without their help.

Refer to the players as 'they'

Refer to each other as 'sisters'

Refer to themselves as 'we' instead of 'me' or 'I'.

WHAT THE FATES CAN TELL

Where is the oracle? If the characters ask about the oracle's location or how to find the oracle, read the following answer:

We know where she lies, we have seen the pearl in Thessa's crown, Atressos through storm and sea, follow the tail of Neres, and do not stray, there you shall meet your fate, on false and cursed shores. Go now and go with haste ere the break of storm. When thrice Hyperius' javelin falls upon the stone then shall the thread be cut, the weft undone.

A character that is proficient in the History or Survival skills knows that Neres is the constellation of a hippocamp, in the western sky at this time of year, low, near the horizon. Hyperius' javelin is a common poetic description of lightning.

What are the Psysserians doing? If the characters ask about the Psysserians, read the following answer:

We see a figure in the dark, a woman robed, she turns, her face a mask of gold. The robe falls empty, the mask clatters, and from it a hundred vipers with golden eyes, questing in the dark. They seek blood. The blood of lost Scyllaea, pluming in the water. They seek the blood of the kings and queens of old. It is the key, the island the lock. The treasure writhes in the black abyss, a hungering army from the depths.

If the characters kill the fates or steal the mask, they can use the mask themselves to progress to the next chapter of the adventure. If the mask is damaged or destroyed, the sphinx may be able to make it whole, for a price. She will ask for a specific tablet from Atressos, holding an ancient poem, in exchange. If the fates are killed, the shade and other specters dissipate along with the mists.

TREASURE

The Eye of Fate is a beaten lead funeral mask formed in the shape of a young face. It has no holes for the eyes or mouth and the inside is carved with lines of scrawling text. The sisters are immune to the object's curse.

AWARDING EXPERIENCE POINTS

Divide 1,350 XP equally among the characters if they kill the fate sisters. The characters gain 100 XP for each prophetic question the fates answer, to a maximum of 300 XP, divided equally among the characters.



PART 4: THE LOST ISLAND

Rising from the waves, this island — Atressos — is, in truth, the marble peak of a massive ziggurat, once lost to the depths. Carved entirely of white marble, it has been eroded by the tide. Sandy banks cling to its lower tiers, creating a false shore. Much of the stonework is crusted in barnacles and coral.

It is to this place the Psysserians have come, led by Soraya. She seeks to use the royal Scyllaeen blood of Alexandra, sacrificing her to unlock the secrets of the lost elven civilization. Soraya sees the rising of Scyllaea as the beginning of the prophesied return of the titans. She wishes to harness the ancient magics the Scyllaeans once used to control the merrow and the creatures of the deep for herself.

Soraya has been unable to complete her ritual, requiring a perfect storm to make the sacrifice. As fate would have it, the storm begins as the characters make their way to the lost island. Soraya is waiting for lightning to strike the altar three times before she can sacrifice the princess.

THE STORM

The characters will need a ship to reach Atressos. Nalanthis, the shipbuilder in Illos, will offer them the merchant ship he has been laboring to finish. It is small, and can hold half a dozen medium sized creatures as well as some provisions below deck. It does not have oars, but a single mast with a canvas sail.

The sea is flat as grey glass, barely distinguishable from the grey of the sky. The sea breeze tastes of salt and brine.

A character with a vehicles (water) proficiency can pilot the ship easily in calm conditions.

As you sail, dark clouds begin to gather on the horizon until they fill the whole of the sky. In the distance, thunder rumbles low and deep. Then the rain starts, pattering against the wood of the deck and the canvas of the sails. You see the droplets on the grey sea as it begins to wake.

Merrow Swarm. Once the storm breaks, five merrow neophytes and three merrow raiders will swarm the ship, climbing over the sides and onto the deck.

The wind howls, slapping your sail. White foam tips the waves as they break against the prow and tumble over the rails. The rain falls hard, making the deck and riggings slick as your small ship bobs on the rising waves. A clawed hand latches over the ship's rail, then another.

As the storm swells, a DC 5 Strength (vehicles: water) check is needed each round to keep the ship from capsizing. The difficulty of this check increases by 5 each round as the storm rises, whipping the waves into a fury. Creatures on the ship's deck must succeed on a DC 13 Dexterity (Acrobatics) check or fall prone.

A wave crashes over the prow, as a jagged line of lightning cuts the sky, and the thunder cracks. Rain pours down in torrential sheets, you can barely see or hear your friends as the storm rises.

Capsize. When the character piloting the ship fails or does not make a vehicles (water) check, the boat capsizes unless kept afloat by other means.

Looming above you is a huge wall of water, a wave that towers over your ship and blocks the sky. Your small ship is dragged into its swell, the deck tilting, and the wave falls over you.

Decide where each character is when the boat capsizes. You can determine this yourself, use the players' usual marching order, or roll 1d4 to determine what happens to each character when the ship capsizes. If any merrow are alive when the boat capsizes, they will continue to attack the struggling characters.

Tangled in the Rigging. The rigging can be ripped with a DC 20 Strength check. Dealing 5 slashing damage to the rope (AC 10) cuts it.

The crash of the wave drags you down into the cold dark water. You swim for the surface, but something tugs your leg, hard, pulling you down. You look down to see your leg tangled in the rigging of the shattered mast, sinking slowly down into the still, cold black.

Under the Sail. The sails can be torn with a DC 15 Strength check. Dealing 5 slashing damage to the sails (AC 10) cuts a slit in them.

You reach the surface — your lungs scream as you gasp for air, but there is none. Something forms to your shape, clinging to you, wet and heavy, holding you down. You are under the wet sails.

In the Hull. A character trapped beneath the hull can escape by using 20 feet of movement to swim down and away from the ship.

Your head slams against something hard as the ship is taken by the sea. Water is all around you, pouring in, cold. Above you is the wooden arch of

the ship's belly — it must have flipped in the wave. The water is at your shoulders, then your neck. Above you, the small pocket of air trapped beneath the overturned hull rapidly shrinks.

Swept by the Current. A character must succeed on a DC 13 Wisdom (Survival) check to orient themselves in the churning waters and discern which way the surface lies.

You are gripped by panic as the chaos of the roiling sea slams against you. The shock of the crashing wave drives the air from your lungs and you taste brine. You gasp for air, but choke down only bile and seawater. You tumble in the cold endless black of the sea, unsure which direction the surface lies.

A character must succeed on a DC 15 Strength (Athletics) check to swim against the current and make headway back towards the ship. On a failed save, their movement is spent simply to keep above water.

Muted thunder comes muffled to your ears, and white light flashes above you. You swim towards the flash, breaking the surface of the waves gasping for air, alone and bobbing on the waves. Another flash of lightning reveals the overturned hull of the ship, far away across the rising waves. Then it is lost in the swell of the sea as you are swept into a trough of blackgreen water.

AWARDING EXPERIENCE POINTS

Divide 700 XP among the characters for defeating the merrow and surviving the storm.





THE RUINS OF ATRESSOS

1. THE EASTERN BEACH

Whether by righting their shattered craft, swimming, or being borne on the tide, the characters will eventually wash ashore on the island of Atressos. Though the storm has lulled somewhat, it will rise again, increasing in intensity as the characters explore the island and move towards its summit.

White-capped waves break against a cold shore. The taste of brackish water clings to your cracked lips.

Fragments of the ship's mast and hull lie half buried in wet sand, scattered along the shore among large white stones. Rain falls, darkening the white sand and stone. These stones are marble pillars and the remains of masoned slabs, their forms long eroded by the sea, worn by the tide to rough suggestions of their former splendor.

If a character lost any equipment or items during the storm, they may find it here, waterlogged and strewn along the beach with flotsam and wreckage.

If a character enters the sea, they will be able to see that the sand beneath the clear blue waters has an abrupt edge. Brushing away sand by this lip reveals smooth cut marble. Following the edge, one will eventually come to a submerged marble staircase,

leading down into the darkness of the depths.

On the landward side, the shore ends abruptly in a sloping marble wall, slick with rain. Once smooth, the massive white stones are pocked by erosion and stained with algae. The wall can be climbed with a DC 16 Dexterity (Acrobatics) check.

2. ILLOS' LOST SHIP

Along the beach rests a ship, its prow capped in green bronze and painted with blue eyes, furrowed in the white sand. Rain patters against its tattered sail, where three leaping dolphins can still be clearly seen in faded blue upon the cloth.

This was the last ship of Illos, sent to find the missing princess, Alexandra. Around the ship lie the bodies of half a dozen sailors and hoplites from Illos, half buried in wet sand by the tide. Closer inspection of the bodies reveals that they were not drowned, but have wounds from blades and arrows, though the arrows are missing. A DC 13 Intelligence (Investigation) check reveals a broken arrow in the sand, and two others lodged in the side of the ship. They are Pysserian arrows. A DC 10 Wisdom (Survival) check reveals that the bodies have been dead for a long time, consistent with the ship's departure from Illos.

TREASURE

Aboard the beached penteconter, below deck, are supplies, seemingly dry and untouched. Five spears, two war spears, and thirty-six javelins rest in wooden

holders along the walls of the hull.

Forty amphorae of stale fresh water lie stacked at the stern. A creature who drinks the stale water must succeed on a DC 5 Constitution saving throw or be poisoned for one minute. Twenty rations of food are piled around them in the form of sacks of dry grain.

In a small wooden chest with a gabled lid are nestled four clay jars of **Arkadian fire**. There are wooden slots for two more, but they appear to have been taken.

Based on the oar ports of the ship as well as the supplies it was carrying, a DC 12 Intelligence (Investigation) check rationalizes that the ship had two dozen oarsmen and at least a dozen hoplites or other passengers. It is a small penteconter, half the size of its larger relatives, and much smaller than the triremes of the Ithean navy.

3. PSYSSERIAN CAMP

On the island's southern beach rests the Psysserian ship. Longer and sleeker than an Arkadian vessel, its hull is lined with copper plates like scales, green from sea and salt. A section of the hull is ruptured, damaged from running aground on rocks off the shore. Now the ship has been hauled up the beach by slaves pulling thick ropes.

Six Psysserian soldiers stand watch over the ship and a dozen slaves laboring under the grey sky to repair the siding of the damaged hull. Two more Psysserian soldiers are stationed aboard the ship, guarding the door of the structure on its deck. They have struck a makeshift camp on the beach, fashioning small shelters from sailcloth, discarded timber, and stacked fragments of marble.

On the landward side of the shore, the beach ends abruptly in a sloping marble wall. Once smooth, the massive white stones are pocked by erosion and stained with algae. The wall can be climbed with a DC 16 Dexterity (Acrobatics) check. A wide stair, flanked by worn statues of merrow-like creatures, is cut in the center of the sloped wall. Broad marble steps, worn and crumbling, lead to the top tier of the drowned ziggurat. Rain water flows down the steps, making them difficult terrain.

DEVELOPMENT

If the soldiers are killed or captured, the Psysserian slaves, led by an old bearded man named Rasoul, will plead for their lives. Despite his age, his muscles are strong and sinuous and his back bears the scars of the serpent's forked lash. They beg to be allowed to finish repairing the ship so that they can sail south to the Myriad Islands where they can be free. Rasoul speaks broken Common, as Sylvan (Psysserian) is their native tongue.

AWARDING EXPERIENCE POINTS

Divide 600 XP equally among the characters if the party defeats the Psysserian soldiers.

4. PSYSSERIAN SHIP

A small building-like structure sits upon the ship's deck. A sliding wooden door opens into a lavish chamber, draped with thick rugs, richly-dyed silks, and piled cushions.

Below deck. From the main deck, a steep wooden stair leads below to a slave galley. Rows of oars, pulled inside the ship while it is repaired, rest atop rough wooden benches fitted with bronze manacles. The deck is wet from an assault of rain and sea spray against the wells of the oar ports. A raised walkway down the middle of the ship ends in a platform with a large bronze drum, its face made of stretched serpent skin.

A ladder leads to the lowest deck where, among soldier's berths, jars and sacks of supplies have been moved out by slaves to the makeshift camp on the beach through a jagged, splintered breach in the hull.

TREASURE

The small structure atop the ship is filled with decadent objects of wealth and status.

On a low wooden table rests a gold platter (35 gp) with an elegant golden wine pitcher (25 gp) and two drinking bowls (10 gp each).

A large chest plated with bronze sheets rests against the far wall, draped in a red silk cloth. It is sealed by a long bronze rod slid between two hasps. Inside, a **poisonous snake** lies coiled atop gold Psysserian coins, each bearing the face of a gorgon. The chest is heavy and contains a hoard of Psysserian coins known as Scales (worth 600 gp), as well as 12 crescent moon shaped coins called Fangs (worth 3 gp each).

Another large chest, carved of sandalwood and painted with intricate patterns, rests among the cushions. Inside, a polished bronze mirror with a gorgon's face on the back lies atop a pile of rich clothing and jewelry. Among the silk clothes lies a glass vial containing a perfume that smells of jasmine (10 gp).

A small wooden chest is secured with a bronze lock in the shape of a gorgon's face, its mouth open in a snarl. The lock can be opened with thieves' tools and a successful DC 15 Dexterity check, or broken with a successful DC 20 Strength check. Inside are navigation tools and a scroll that seems to chart the ship's journey from Psysseria, to a port in Illyria, to Illos, and then here. A smaller scroll of fine paper is slid through a gold signet ring bearing a ruby etched with a lotus flower, the symbol of House Gaiana, one of the major noble houses in Illyria infamous for its whispered dealings with Psysseria. This scroll is a letter of your choosing that can be used to lead the characters on their next adventure.



5. UPPER RUINS

As the characters ascend, the storm worsens. Looking out from the steps, the dark grey sea mingles with the dark grey sky, cut by flashes of jagged white lightning. The upper tier of the island holds imposing marble structures, once a sacred compound for the most powerful worshippers of Thessa.

The wide marble level is a maze of marble edifices, broken by rows of columns, weathered, pitted by the sea, their tops scrolled curls of carved tentacles. Barnacles cling to these pillars and coral encrusts each base. Open squares hold statues of tall figures, their faces worn away to rough suggestions of elven features.

Awakened by the Psysserians' trespass, the ruins are crawling with the risen skeletal remains of drowned Scyllaeen warriors. These guardians were sworn to the protection of this sacred site, their vows so powerful that even in death they carry out their charge. Twenty skeletons wander in a group through this area. If characters linger here, 3d6 skeletons wander into their path. Two dead Psysserians, killed by the skeletal warriors, lie dead upon the marble floor.

6. PETRIFIED HOPLITES

A group of statues shaped like a band of warriors stand in an open square. Perfectly lifelike, they seem to be carved of granite or some other dark heavy stone, unlike the marble surrounding them. Their shields and arms are raised as if to ward off a blow. Some are broken, shattered and lying in pieces on the wet marble. A fragment of a lifelike face stares up blindly from the flagstones.

The statues bear no signs of wear from the sea, though two lay in shattered pieces. Six statues are intact. The hoplites are human, and their clothes and arms are recognizably those of Illos. A DC 5 Intelligence (History) check reveals these to be the product of a gorgon's petrifying gaze, which causes anything the gorgon's eyes alight upon to be turned to stone.

To a character proficient in Arcana, or under the view of a *detect magic* spell, the statues can be seen smoldering with traces of transmutation magic. A *greater restoration* spell or similar magic can remove the petrification afflicting the hoplites.

7. LIBRARY

A low, mausoleum-like structure with a pillared facade stands before you. A door of green bronze bears the raised figure an elf worked into the ancient metal, holding three fingers aloft.

The door has a mechanical lock as well as an arcane lock spell cast on it. The Strength (Athletics) check to defeat the *arcane lock* is DC 20, and the Dexterity check to bypass the magical lock using thieves' tools is also

DC 20. Casting a *knock* spell on the door suppresses the magical lock for 10 minutes, lowering the DCs by 10 during that time. The mechanical lock remains intact if the magical lock is bypassed.

The door is magically warded. Forcing the *arcane lock* open triggers a wall of water to cascade from the mouths of carved fish in the doorway's stone mantle. For ten minutes, the waterfall blocks the doorway. Creatures in the area must make a DC 15 Strength saving throw, taking 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Letters worked in bronze above the raised metal of the elven figure on the door bear the following words in Elvish: "Oh seekers of knowledge, enter here by right of blood, the trident holds the key." Casting *magic missile* on the door suppresses the trap as well as the magical and mechanical lock for ten minutes, causing the door to swing inwards.

Inside the stone chamber, recesses carved in the cold marble walls hold stone tablets. Many are cracked and crumbling, though a few remain intact as the sealed chamber is untouched by the sea. Those that are intact are mundane books detailing histories, poems and songs of the Scyllaeen people. Among them is the epic poem sought by the sphinx, telling of a great and tragic war in ages past. Among the tablets is one that functions like a spell scroll (*lightning bolt*), cracking when the spell has been cast.

8. LIGHTHOUSE TOWER

A marble tower rises before you. At its peak, under a tarnished silver dome, a white fire burns despite the torrent of rain.

A wide stone archway leads into the hollow structure of the lighthouse. The arch is flanked by tall statues of elves, each holding a carved torch with an unlit bronze head.

Crumbling marble steps covered in wet sand ascend to three landings before finally opening onto the upper level. The steps are falling apart, eroded by the sea and barely able to support their own weight. The second landing is cracked, and will collapse under the weight of a medium creature. That creature must make a DC 13 Dexterity saving throw or fall, taking 2d6 bludgeoning damage.

Atop the lighthouse is a domed roof supported by ornate pillars, open to the wind and rain. Between the pillars stand statues of tall elves, the haunting beauty of their naked forms only accentuated by the caress of the sea. All but two statues hold blackened silver mirrors. The remaining two hold blackened bronze tridents; they are animated **bronze statues** and will attack any creature that attempts to put out the fire or remove the basin.

In the center of the rotunda stands a dais, on which rests a silver basin (worth 400 gp). The basin bears reliefs depicting an elf who appears to be calling a flame from the sea. The hollow of the basin is filled with a bright white fire that makes no sound and casts no heat.

Long ago, a *permanent flame* spell was cast on the basin. A hammered silver lid lies nearby in a pile of wet sand, encrusted in coral.

AWARDING EXPERIENCE POINTS

Divide 400 XP equally among the party if they defeat the statues.

9. CORAL REEF

This pathway is blocked by a thicket of skeletal coral growths. Each 5 foot section of the reef has AC 15 and 10 hit points. Shattering the coral leaves difficult terrain where it once was.

10. INNER COURTYARD

A marble arch, held aloft by towering carved elves, opens onto an inner courtyard. Before it slither two massive creatures, the torsos of armored Psysserian warriors rising from the scaled coils of serpentine tails. Beyond the marble towers, lightning flashes, illuminating the grey sky.

Two Psysserian serpent warriors guard the gate to the inner courtyard. By this point, the storm has returned.

AWARDING EXPERIENCE POINTS

Divide 1,400 XP equally among the characters for defeating the Psysserian serpent warriors.

11. POOLS

Running along either side of the sloped marble walls of the high temple are long pools, sunken into the stone. The surface of the dark water ripples with falling raindrops.

The bottom of the pool, a mosaic depicting a stylized kraken, is obscured by murky water. Eight deep eels swim in the pool, trapped when the temple surfaced.

AWARDING EXPERIENCE POINTS

Divide 400 XP equally among the party if they kill the eels.

12. THE OBELISK

Sloping stone walls rise to an elevated platform. At its center lies a stone obelisk, toppled like a fallen tree. It lies on the marble in fragmented chunks. Despite the storm, Psysserian slaves swarm like ants, mining huge chunks of the broken marble.

Four Psysserian soldiers guard the marble stairs that lead to this rise, wary of the undead around them. The staircase is barricaded with chunks of fallen marble and coral.

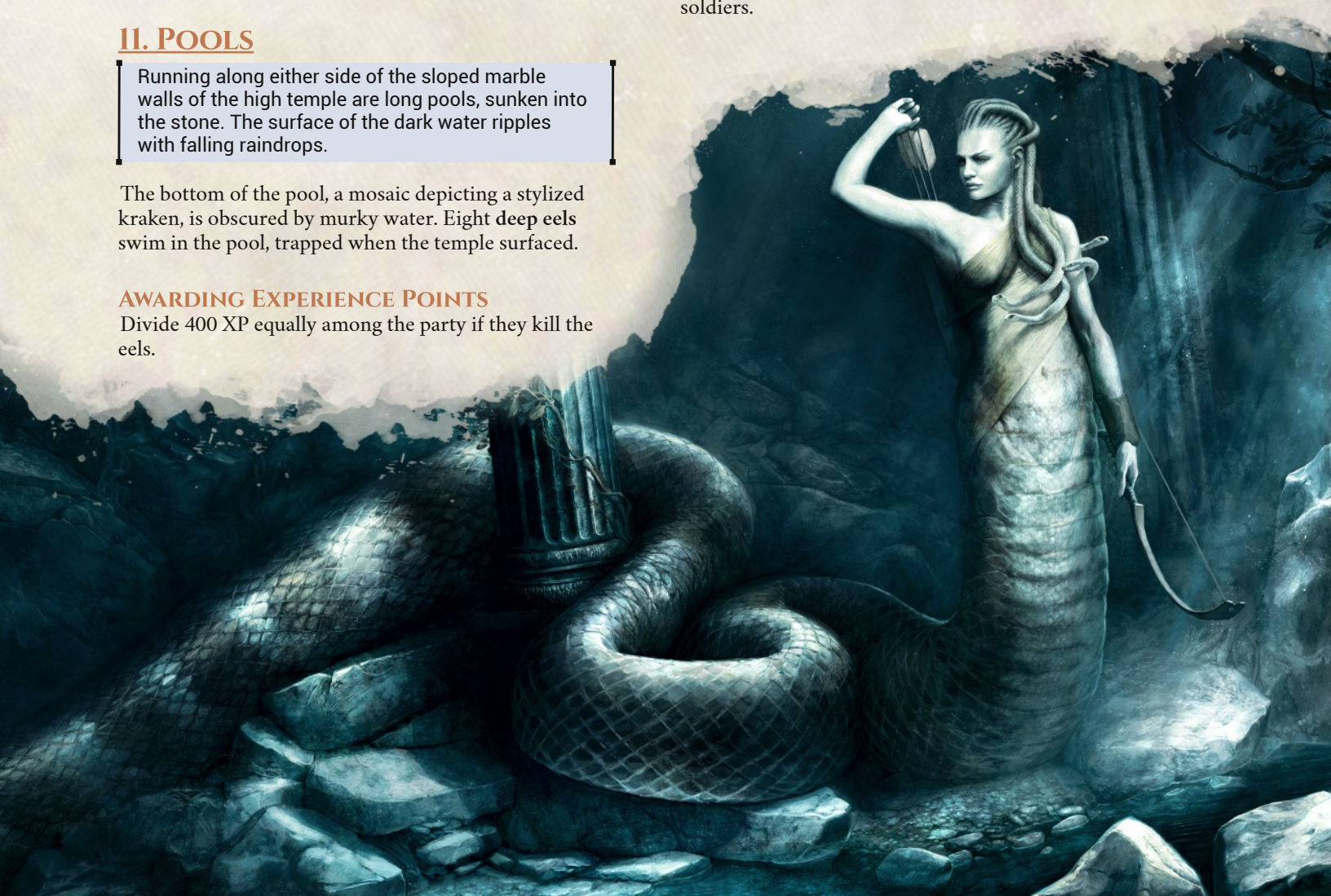
Around the obelisk, a Psysserian serpent warrior carries a whip, commanding three Psysserian soldiers who oversee a team of nearly a score of slaves. Ten of the slaves are sailors from Illos' lost ship, captured and forced to work. They are mining chunks of the obelisk, cutting sections and dragging them onto wooden sledges for transportation.

The obelisk is a repository for spells, and holds every 1st, 2nd, and 3rd level wizard spell as they would be recorded in a wizard's spell book. There is a 25% chance any given spell has been eroded by the sea or damaged by the Psysserians and is unreadable.

A second platform rises across from this one, where a similar obelisk stands intact.

AWARDING EXPERIENCE POINTS

Divide 1,400 XP equally among the characters for defeating the Psysserian serpent warrior and its soldiers.





13. THOLOS

Atop the marble rise is an open temple, formed by a ring of marble pillars supporting a dome with an oculus, open to the storm and sky. Beneath the open dome lies a cracked marble slab. Bronze shackles bind an unconscious woman to the stone, her white silks soaked from the torrent, wet dark hair splayed on the marble. Around the slab coils a thick, serpentine tail, and from its scaled length rises the figure of a woman, beautiful and terrible, her hair a mass of writhing serpents. Lightning crashes through the eye of the dome, striking the woman. She spasms in her chains, back arching before falling still on the cold wet marble. Thunder shakes the ancient stones as the gorgon raises a curved bronze blade.

Soraya is a **Psysserian gorgon**. She is wicked, cunning, and cruel. It is her desire above all else to possess power over others, to be loved and feared. With little favor in the court of the empress, she followed whispers of power lost to the waves. Armed with her guile and terrible beauty, she mustered a retinue of loyal worshipers and slaves, determined to find that power and take it as her own.

Alexandra is an **oracle**. She inherited her father's wisdom, and where he was strong of arm, she is strong of spirit. Though weakened from the gorgon's ritual, magically restoring her hit points or the effects of a *lesser restoration* spell or similar magic will awaken her. She has seen the characters' faces in her dreams.

TREASURE

Soraya wears ornate gold armbands shaped like coiling serpents (100 gp each), a golden torc fashioned after a snake with jade eyes, its tail locking into its

mouth (500 gp), cuff bracelets of heavy gold, set with polished malachite stones (125 gp each), and thirty of the serpents upon her head each wear a wide gold band at the base (5 gp each). On one of her taloned fingers she wears a gold signet ring bearing a cut emerald, etched with a serpent coiled in a ring, devouring its own tail (300 gp).

AWARDING EXPERIENCE POINTS

If the party defeats Soraya the gorgon, divide 2,300 XP equally among them. If they save Alexandra and return her safely to Illos, divide 2,000 XP equally among the party.

CONCLUSION

Having defeated the gorgon Soraya and her plot to control the terrors of the deep, saved Illos from being consumed by a kraken cult, and restored the rightful heir of Illos to the dolphin throne, the heroic deeds of the characters will be long remembered by the people of the Trident.

Alexandra, returned to Illos, is reunited with her brother, if he still lives. Welcomed by her people, she is coronated with the dolphin crown. True to her father's word, she offers the characters 100,000 silver Tridents or a ship and crew of equal value. Hailed as heroes, the characters are welcome to stay in Illos as long as they wish, joining in the celebrations and coronation games of the new queen.

By the end of the adventure the characters should have reached 5th level. Though the princess has been saved, the gorgon's plot was merely a symptom of the titan's prophesied return. If your players wish to continue exploring Arkadia, you'll need the Arkadia setting and player's guide.

APPENDICES

APPENDIX A. TREASURE & MAGIC ITEMS

WEALTH

This book uses standard coinage (copper, silver, and gold), but in Arkadia, citizens refer to their money by many different names. There is no central mint, as coins are created by each city.

Crixian Masks. Crixos casts coins of dull lead. On either side they are marked with a worn faceless mask. Used in funeral rites, these lead coins are placed over the eyes of the dead to buy them passage to the plains of Lycium in the underworld. These leaden coins are worth the same as copper coins and are called Masks.

Krytan Shields. The bronze coins of Kryta are made from the same metal as Krytan weapons and armor. On one side they bear the faces of heroes, great warriors, favored gladiators, or distinguished commanders. It is the highest honor to have one's likeness struck on a Krytan coin. On the reverse side, they bear a shield with crossed blades, the symbol of Kryta. These alloyed coins are worth the same as silver coins and are called Shields.

Ithean Tridents. The silver coins of Ithea are often tarnished black by time and ocean spray. On one side they bear the weathered faces of old senate consuls, crusted in green rime. On the other rests a trident, symbol of Ithea and the sea. These tarnished coins are worth the same as silver coins and are called Tridents.

Illyrian Lyres. Illyria does not mine its own gold, though they do mint coins, melted down and formed from those of their neighbors. Coins from Hyperium and Psysseria are recast into smaller, thinner gold coins. These coins are used as tokens in the city for entrance to theaters, coliseums, and brothels. On one side is the beautiful form or face of Lyria or a fae; on the back, a lyre. These small coins are worth the same as five silver coins and are called Lyres.

Hyperian Bolts. The coins of Hyperium are the most widely used coins in all Arkadia, and can be found in every city. Produced by the dwarves of the mountain, they are minted to a precise standard of weight and purity. On their face they are crowned with the likenesses of kings of old, for Hyperians consider it hubris to use the face of a king still living. The back holds the motif of a crashing lightning bolt. These coins are worth the same as gold coins and are called Bolts.

ARKADIAN FIRE

Potion, common

This thick amber resin ignites when exposed to the air. As an action you can throw a ceramic jar of Arkadian fire up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the ceramic jar as an improvised weapon. On a hit, the target takes 1d10 fire damage at the start of each of its turns. This lasts for 1d4 rounds or until the creature ends this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

You can also pour a jar of Arkadian fire on the ground to cover a 5-foot-square area. The fire burns for 1d4 rounds and deals 1d10 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

ITHEAN SAILS

Wondrous item, common

These sails are spun of the finest linen, woven with enchantments by a Philosopher of Ithea, and painted with a stylized design such as Thessa's trident. A ship that uses these sails has its speed increased by 10 feet, making it travel 1 additional mile per hour.

SATYR'S WINE

Potion, common

This sweet wine is made by satyrs and followers of Phaedrus. When you drink this wine, you must make a DC 10 Constitution saving throw. On a failed save, you become charmed by all creatures that you can see of any species and gender you are normally attracted to. You can repeat the saving throw at the end of every hour until you succeed and are no longer charmed.

POTION OF HEALING

Potion, common

You regain 2d4+2 hit points when you drink this potion.

SPELL SCROLL

Scroll, varies

Spell scrolls are written in a mystical cypher on papyrus and stored in copper tubes, ceramic jars, or bound with rope and clay seals. Sometimes they are carved on stone tablets that crack and shatter when used.

If the spell is on your class' spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost. If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the



scroll with no other effect. All of the spell scrolls in this adventure have a save DC of 13.

ANCIENT HOPLON

Armor (shield), uncommon

This ancient bronze shield bears several jagged cracks radiating inward from its edge. The shield has 1d4+2 charges when found. You may use your reaction and 1 charge to cast the shield spell without using a spell slot. With each use, the cracks worsen, deepening and forking across the face of the shield. When the last charge is used, the shield shatters into pieces.

ARROW OF OREYA

Ammunition, uncommon

These arrows are made from the hard black wood of a sacred laurel tree. Such arrows are found singly, or in bundles of 1d4. When you make an attack roll using these arrows as ammunition for a ranged weapon, add 1d10 to your roll.

If your attack hits, the arrow is recoverable. If the attack misses, the arrow is either lost or damaged.

LOVERS' BLADES

Weapons (daggers), uncommon

Lovers' blades are twin daggers forged in pairs from a single ingot of enchanted bronze. The handles are often shaped in the form of a pair of lovers from legend, such as Acteon and Giasone, kings of Kryta who died defending the Gates of Erebos. While holding a lovers' blade you can speak its command word as an action to cause it to point towards its paired blade. If its paired blade is on another plane or obscured by a spell such as nondetection, the dagger will spin erratically. If one dagger is destroyed, the other will shatter.

You can look into the polished bronze surface of a lovers' blade to see everything reflected in its paired blade as if looking through a window.

NEMEAN HIDE

Wondrous item, uncommon

The pelt of a magical beast, such as a golden lion, boar, or mantichore. The pelt can be worn, granting 2 damage reduction against all bludgeoning, piercing, and slashing damage.

ORICHALCUM ARMOR

Armor (any heavy), uncommon

Forged from orichalcum salvaged from Gargaros, you gain a +1 bonus to AC while you wear this magic armor.



ORICALCUM WEAPON

Weapon (any melee weapon that deals slashing or piercing damage), uncommon

Forged from orichalcum salvaged from Gargaros, you gain a +1 bonus to attack and damage rolls made with this magic weapon.

SATYR'S INSTRUMENT

Wondrous item, uncommon (requires attunement by a bard)

These fae instruments are often pan pipes, double flutes, or flutes, carved from wood or bone. If you are proficient in this type of instrument, all Performance skill checks you make with it have advantage.

You may make a DC 15 Performance skill check while playing this instrument to cast enthrall or calm emotions, your choice.

You can make a DC 5 Performance check to cast sleep. You can increase the spell slot level of this spell by one for every 5 points by which you surpass the DC. Once you use the instrument to cast sleep you must finish a short rest before doing so again.

LABYRINTHINE KOPIS

Wondrous item, uncommon (requires attunement)

Imbued with the magic of a sphinx, this magic sword grants a +1 bonus to attack and damage rolls. Additionally, a creature attuned to the sword can perfectly recall any path it has traveled while carrying the sword and always knows which way is north.

SWORD OF ILLOS

Bronze sword, uncommon

The pommel of this long bronze sword is inlaid with three silver dolphins, the symbol of Illos. This magic weapon grants +1 to attack and damage rolls against creatures with an innate swimming speed.

HORNS OF PTOL

Wondrous item, rare

This helmet is carved from the hollowed skull of a bull, its horns sheathed in gold plate. The bleached bone is carved with linear runes, and paint of ocher and black still cling to the white. While attuned to this skull, your Strength score changes to 19. If your Strength is already equal to or greater than this score, it is unchanged.

These horns are a melee weapon with which you are proficient as long as you are attuned to the horns of Ptol. When you hit with the horns your target takes piercing damage equal to 1d6 + your Strength modifier.

While attuned to and wearing the skull, if you move at least 30 feet in a straight line, you may then immediately make a melee weapon attack with your horns as a bonus action.

THE EYE OF FATE

Wondrous item, rare

While wearing this lead mask, you can sense the presence of magic within 100 feet of you, as if by the detect magic spell. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. Additionally, you gain truesight out to a range of 100 feet.

While wearing the mask you can use your action to cast scrying or divination without using a spell slot.

Curse. When you put on this mask, and every 10 minutes you wear it, you must make a DC 15 Wisdom saving throw. On a failure, you take 3d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A restoration spell cast on you ends this effect.



APPENDIX B. MONSTERS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (3 slots): bless, cure wounds, sanctuary

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

ATHLETE

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Athletics +4, Performance +3
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The athlete makes two melee attacks.

Fist. Melee Unarmed Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

BANDIT CAPTAIN

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

Armor Class 15 (heavy leather armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its bronze shortsword and one with its bronze dagger. Or the captain makes two ranged attacks with its bronze daggers.

Bronze Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Bronze Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BANDIT

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

Armor Class 12 (light leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

ACTIONS

Bronze Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Sling. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Giant Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

BLIGHTED LION

Large beast, unaligned

Armor Class 13

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The lion makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless. (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

GIANT BOAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception +8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

BRONZE STATUE

Medium construct, unaligned

Armor Class 18 (heroic panoply)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	13 (+1)	1 (-5)	5 (-3)	2 (-4)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened,

exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the statue remains motionless, it is indistinguishable from a normal bronze statue.

ACTIONS

Multiattack. The statue makes two melee attacks.

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

CENTAUR (ARKADIAN)

Medium fae, chaotic evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +4, Survival +5

Senses passive Perception 13

Languages Common, Sylvan

Challenge 4 (1100 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a war spear attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the attack hits, that creature has disadvantage on opportunity attacks against the centaur for the rest of its turn.

ACTIONS

Multiattack. The centaur makes two attacks: one with its war spear and one with its hooves, or two with its recurve bow.

War Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 10 ft. or range 30/120 ft., one target. Hit: 8 (1d8 + 4) piercing damage, or 9 (1d10 + 4) piercing damage if used with two hands to make a melee attack.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Recurve Bow. Melee Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.



CERBERUS HOUND

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	3 (-4)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Keen Hearing and Smell. The cerberus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Carrion Eater. The cerberus is accustomed to consuming the dead and is immune to disease.

ACTIONS

Multiattack. The cerberus makes three bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

CERBERUS RUNT

Medium monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The cerberus runt has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Carrion Eater. The cerberus runt is accustomed to consuming the dead and is immune to disease.

ACTIONS

Multiattack. The cerberus runt makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Any One Language (Usually Common)
Challenge 0 (10 XP)

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

DEEP EEL

Small beast, unaligned

Armor Class 12
Hit Points 4 (1d6 + 1)
Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	2 (-4)	6 (-2)	3 (-4)

Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/4 (50 XP)

ACTIONS

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



CULTIST

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

Armor Class 12 (light leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages Any One Language (Usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Bronze Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage.

Bronze Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

EXILED SPHYNX

Large fae, lawful neutral

Armor Class 17 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	20 (+5)	15 (+2)	18 (+4)

Skills Arcana +9, History +9, Insight +6, Perception +6, Religion +9

Senses truesight 120 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 9 (5000 XP)

Inscrutable. The sphynx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphynx's intentions or sincerity have disadvantage.

Innate Spellcasting. The sphynx's innate spellcasting ability is Intelligence (spell save DC 17). The sphynx can innately cast the following spells, requiring no material components:

3/day each: tongues, detect good and evil, detect magic, identify, locate object, mirror image, zone of truth, bestow curse, remove curse, mislead, dispel magic, speak with dead, locate creature

2/day each: geas, legend lore

1/day each: maze, mirage arcane, hero's feast

ACTIONS

Multiattack. The sphynx makes three attacks, two with its claws and one with its bite. When its wing buffet is available, it can use the wings in place of its bite.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Wing Buffet (Recharge 5–6). The sphynx beats its wings, buffeting the air in a 15-foot cone. Each creature in that area must succeed on a DC 16 Dexterity saving throw or take 7 (1d6 + 4) bludgeoning damage and be knocked 10 feet away from the sphynx, landing prone. On a successful save, a creature takes half damage, and is not knocked back or prone.



FATE SISTER

Medium humanoid, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	16 (+3)	17 (+3)	16 (+3)

Skills Arcana +6, Deception +6, Perception +6, Persuasion +6, Religion +6

Senses blindsight 10 ft., passive Perception 14

Languages Common, Elvish, Dwarven, Sylvan
Challenge 2 (450 XP)

Innate Spellcasting. The sister's innate spellcasting ability is Wisdom (spell save 14). She can innately cast the following spells, using the Eye of Fate as a spell casting focus and requiring no material components:

Cantrips (at will): thaumaturgy

1st level (4 slots): command, identify

2nd level (3 slots): augury, blindness/deafness

3rd level (3 slots): bestow curse, fear, speak with dead

Cursed Bond. While one wears the eye, they all share its truesight. Destroying the eye deals 2d6 psychic damage to them.

Soulsight. If the sister hears a creature speak, she immediately learns the creature's greatest desires and fears.

ACTIONS

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

GARGARAN CYCLOPS

Large giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	8 (-1)	6 (-2)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant, Orcish

Challenge 5 (1800 XP)

Tunnel Vision. On the beginning of its turn, the cyclops fixates on a creature it can see if it is not already fixating on a creature. The cyclops has advantage on all attack rolls against that creature and disadvantage on attack rolls against all other creatures. A successful DC 15 Charisma skill check by a creature that uses its action to distract it forces the cyclops to immediately fixate on that creature. If the cyclops can no longer see the creature it is fixating on, it chooses a new creature at the start of its turn.

ACTIONS

Multiattack. The giant makes two giant club attacks.

Giant Club. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, reach 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GIANT SCORPION

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage. The target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

STARVING HARPY

Medium fae, chaotic evil

Armor Class 12
Hit Points 7 (2d8 - 2)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	9 (-1)	10 (+0)	11 (+0)	13 (+1)

Senses passive Perception 10
Languages Common, Sylvan
Challenge 1/4 (50 XP)

Mimicry. The harpy can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

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

HARPY (ARKADIAN)

Medium fae, chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

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

Senses passive Perception 11
Languages Common, Sylvan
Challenge 1 (200 XP)

Carion Crones. If a harpy casts vicious mockery, up to two other harpies within 30 feet may use their reaction to cast vicious mockery.

Mimicry. The harpy can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Innate Spellcasting. The harpy's innate spellcasting ability is Charisma (spell save DC 12). The harpy can innately cast the following spells, requiring no material components:

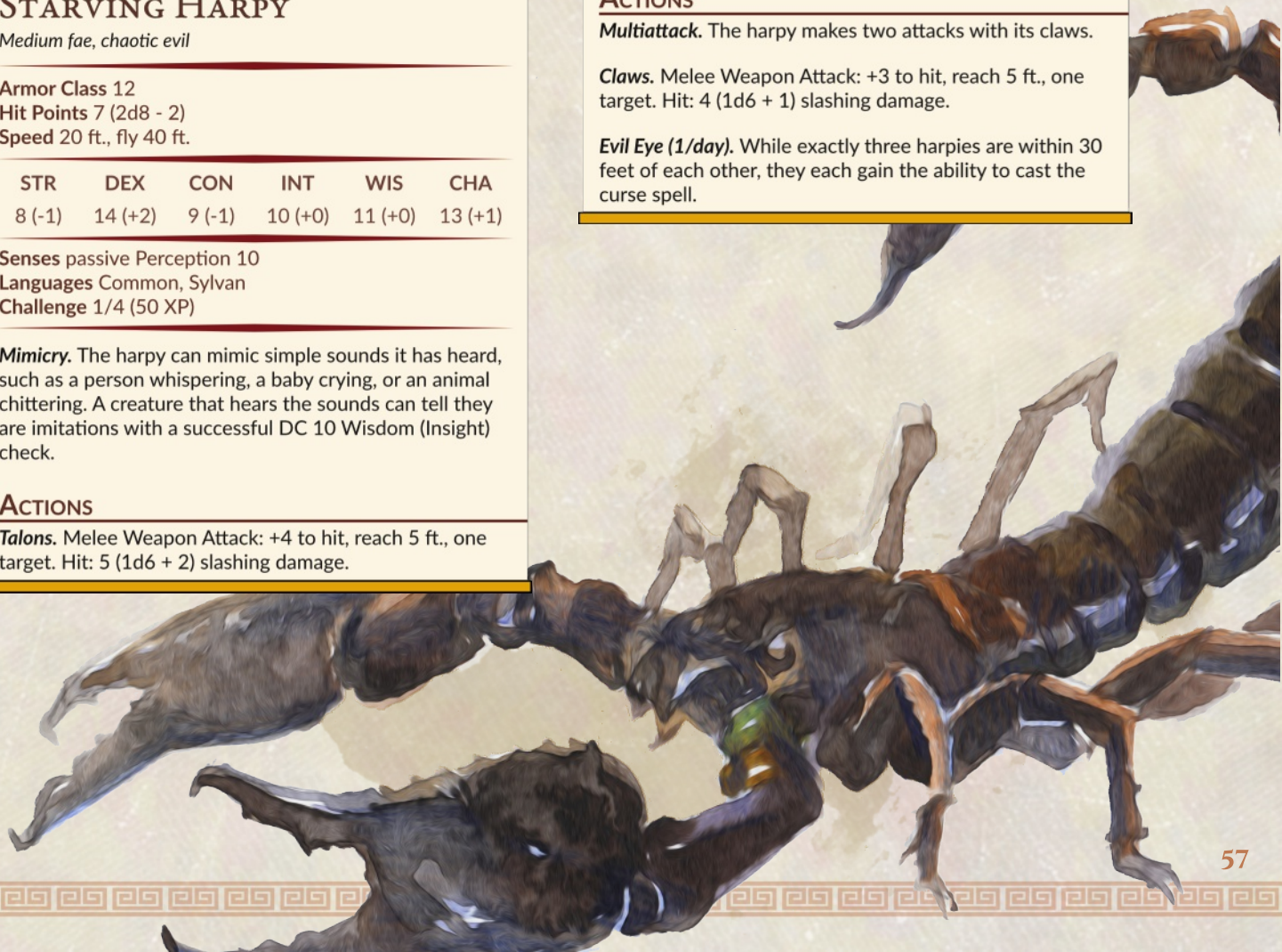
At will: vicious mockery
3/day each: bane, hideous laughter
2/day each: augury

ACTIONS

Multiattack. The harpy makes two attacks with its claws.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Evil Eye (1/day). While exactly three harpies are within 30 feet of each other, they each gain the ability to cast the curse spell.



HOPLITE

Medium humanoid (human), any alignment

Armor Class 16 (bronze cuirass, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Athletics +3

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

War Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d8 + 1) piercing damage, or 6 (1d10 + 1) piercing damage if used with two hands to make a melee attack.

KRAKEN HATCHLING

Huge beast, neutral evil

Armor Class 14 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +3

Senses darkvision 120 ft., passive Perception 10

Languages understands deep speech but can't speak

Challenge 2 (450 XP)

ACTIONS

Multiattack. The kraken makes 4 tentacle attacks.

Tentacle. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage, reach 15ft. On a hit, it may use its bonus action to grapple the target and pull it 15 feet straight toward the kraken. The kraken can't target a creature with a tentacle attack more than once per turn.

REACTIONS

Thrash. When the hatchling takes damage from an attack by a creature in the same body of water, the kraken can make one tentacle attack against that creature.



MANTICORE

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Tail Spike. Ranged Weapon Attack: +5 to hit, reach 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

MERROW ABOMINATION

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	7 (-2)	13 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 2 (450 XP)

Quiet of the Deep. While underwater the merrow can communicate telepathically with any creature with this trait in the same body of water over any distance.

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two melee attacks, each one with a different weapon.

Trident. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack. If the target is a Huge or smaller creature, it must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet toward the merrow.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.

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



MERROW ACOLYTE

Medium monstrosity, chaotic evil

Armor Class 11
Hit Points 36 (8d8)
Speed 20 ft., swim 40 ft.

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

Senses darkvision 60ft., passive Perception 11
Languages Deep Speech
Challenge 1/2 (100 XP)

Innate Spellcasting. The acolyte's innate spellcasting ability is Intelligence (spell save 11). It can innately cast the following spells, requiring no material components:

Cantrips (at will): chill touch, light, message
1st level (3 slots): charm person, discordant whispers, fog cloud

ACTIONS

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

MERROW NEOPHYTE

Medium monstrosity, chaotic evil

Armor Class 10
Hit Points 9 (2d8)
Speed 20 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 10
Languages Deep Speech
Challenge 1/4 (50 XP)

ACTIONS

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

MERROW RAIDER

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech
Challenge 1/2 (100 XP)

Quiet of the Deep. While underwater the merrow can communicate telepathically with any creature with this trait in the same body of water.

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiaction. The merrow makes two melee attacks, each one with a different weapon.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Net. Ranged Weapon Attack: +4 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

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



MINOTAUR (ARKADIAN)

Large fae, chaotic evil

Armor Class 14 (hide armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	8 (-1)	16 (+3)	9 (-1)

Senses darkvision 60 ft., passive Perception 13

Languages understands Sylvan but can't speak

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.



ORACLE

Medium humanoid (human), lawful good

Armor Class 10

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	13 (+1)	12 (+1)	16 (+3)	15 (+2)

Skills Arcana +3, Insight +5, Religion +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Spellcasting. The oracle is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). The oracle has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (4 slots): cure wounds, guiding bolt, sanctuary
2nd level (3 slots): augury, lesser restoration
3rd level (2 slots): dispel magic, clairvoyance

Oracle Sight. The oracle can cast the divination spell as a ritual. It may ask three questions instead of one.

ACTIONS

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

War Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) piercing damage if used with two hands to make a melee attack.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

ORC MYSTIC

Medium humanoid (orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	13 (+1)

Skills Intimidation +3, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orcish

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Hydra's Wrath. The orc deals an extra 4 (1d8) fire damage when it hits with a weapon attack (included in the attacks).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at-will): guidance, produce flame, thaumaturgy
1st level (4 slots): bless, hellish rebuke
2nd level (2 slots): augury, spiritual weapon (spear)

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage and 4 (1d8) fire damage.

GARGARAN ORC

Medium humanoid (orc), chaotic evil

Armor Class 12 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	7 (-2)	9 (-1)	10 (+0)

Skills Intimidation +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orcish

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Giant Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

GARGARAN ORC CHIEFTAIN

Medium humanoid (orc), chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	14 (+2)

Skills Intimidation +5

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orcish

Challenge 4 (1100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Hydra's Wrath. The orc deals an extra 4 (1d8) fire damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Multiattack. The orc makes two attacks with its giant club or its spear.

Giant Club. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (1d12 + 4 plus 1d8) bludgeoning damage.

War Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (1d8 + 4 plus 1d8) piercing damage if used with two hands to make a melee attack.

REACTIONS

Hydra's Rebuke (Recharges after a Short or Long Rest). When the chieftain is damaged by a creature within 30 feet, it may blast the creature that damaged it with crackling flames. The creature must make a DC 13 Dexterity saving throw. It takes 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

PLAGUE ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Nyssian Plague. Plague zombies carry Nyssian plague, a deadly disease from a dead land. When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with flesh or water contaminated by the disease, the creature must succeed on a DC 7 Constitution saving throw or become infected. Symptoms include fever and fatigue.

The infected creature suffers one level of exhaustion immediately. At the end of each long rest, an infected creature must make a DC 7 Constitution saving throw. On a failed save, the character fails to receive any benefit of the rest (their exhaustion level increases by one). If an infected creature no longer suffers from exhaustion, the creature recovers from the disease.

If a humanoid dies while afflicted with this disease, they become a plague zombie after 1d4 hours.

Undead Fortitude. If damage reduces the plague zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the plague zombie drops to 1 hit point instead.

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.



PSYSSERIAN SERPENT WARRIOR

Medium monstrosity (psysserian), lawful evil

Armor Class 13
Hit Points 49 (9d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan (Psysserian)
Challenge 3 (700 XP)

Magic Resistance. The serpent warrior has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The serpent warrior makes two ranged attacks or two melee attacks, but can constrict only once.

Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the serpent warrior can't constrict another target.

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

Whip. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Recurve Bow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.



PSYSSERIAN SOLDIER

Medium humanoid (human), lawful evil

Armor Class 16 (light leather armor, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills Stealth +5
Senses passive Perception 11
Languages Common, Sylvan (Psysserian)
Challenge 1/2 (100 XP)

ACTIONS

War Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d8 + 1) piercing damage, or 6 (1d10 + 1) piercing damage if used with two hands to make a melee attack.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

PSYSSERIAN SLAVE

Medium humanoid (human), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Senses passive Perception 10
Languages Common, Sylvan (Psysserian)
Challenge 0 (10 XP)

ACTIONS

Club. Melee Weapon Attack: +2 to hit, range 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

PSYSSERIAN GORGON

Medium fae, lawful evil

Armor Class 15 (natural armor)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Senses darkvision 120 ft., passive Perception 12
Languages Sylvan (Psysserian)
Challenge 6 (2300 XP)

Statue Breaker. The gorgon's attacks ignore the damage resistance imposed by petrify.

Serpentine. The gorgon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The gorgon's innate spellcasting ability is Charisma (spell save DC 14). The gorgon can innately cast the following spells, requiring no material components:

At will: animal friendship (snakes only), speak with animals (snakes only), animal messenger (snakes only)
3/day each: charm person, command
2/day each: detect thoughts, enthrall, mirror image, conjure animals (Psysserian serpent only), major image

ACTIONS

Multiattack. The gorgon makes three attacks: one with its bite and two with its claws.

Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save or half as much damage on a successful one.

Petrify. The gorgon attempts to petrify all creatures that can see it within 30 feet. Creatures made of flesh that can see it must make a DC 14 Constitution saving throw. On a failed save, the creature is restrained as it begins to turn to stone. A creature restrained in this way must make another DC 14 Constitution saving throw at the end of each of its turns. If it fails its save two more times it is petrified as a stone statue. If the creature succeeds, this effect ends.



SATYR (ARKADIAN)

Medium fae, chaotic neutral

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	16 (+3)

Skills Deception +5, Performance +5, Persuasion +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 1 (200 XP)

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

At will: prestidigitation, druidcraft

3/day each: animal friendship, charm person, goodberry, heroism, sleep

2/day each: enhance ability, enthrall, suggestion

ACTIONS

Phaedrus' Bounty (1/day). The satyr causes 4d6 berries to grow from the soil at its feet. A creature can use its action to eat one or more of these berries. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the use of this ability.

The satyr can use its action to crush one berry into a single serving of wine. If a creature drinks the wine, they must make a DC 10 Constitution saving throw. On a failed save, the creature becomes charmed by all creatures that they can see of a species and gender they are normally attracted to. The creature can repeat the saving throw at the end of every hour until they succeed and are no longer charmed.



SHADE

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	11 (+0)	15 (+2)

Damage Immunities cold, necrotic, poison

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 3 (700 XP)

Silence of the Veil. The shade can't speak and ignores the verbal components of spells when casting them. For spells whose effects require speech or understanding, the shade may instead use nonverbal communication, such as cryptic gestures.

Ethereal Sight. The shade can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The shade can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spellcasting. The shade's innate spellcasting ability is Charisma (spell save DC 12). The shade can innately cast the following spells, requiring no material or verbal components:

At will: thaumaturgy

3/day each: suggestion, augury

2/day each: bestow curse, remove curse

1/day each: geas, dream

ACTIONS

Withering Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Bronze 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, reach 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

YOUNG HYDRA

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	16 (+3)	11 (+0)	17 (+3)

Skills Deception +6, Perception +3, Persuasion +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages Common, Orcish

Challenge 8 (3900 XP)

Multiple Heads. The hydra has three heads. Whenever the hydra takes 30 or more damage on a single turn, one of its heads dies. If the hydra's last head dies, the hydra dies.

ACTIONS

Multiattack. The hydra makes up to three bite attacks, one for each of its heads.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The hydra's heads breathe in concert, exhaling fire in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. This damage is reduced by 14 (4d6) for each head that has been severed. A creature grappled by the hydra automatically fails this saving throw.





APPENDIX C. NAMES

HUMAN NAMES BY CITY

ITHEA

Male Names: Aquarius, Argus, Atreides, Daedelus, Erymanthus, Isereon, Ixion, Perseus, Sentor, Theseus, Odysseus

Female Names: Alkmini, Ariel, Calisto, Desma, Eurydice, Hermione, Tethys, Thalia, Thesilea, Andromeda

KRYTAN

Male Names: Ajax, Anticlus, Atreus, Darieos, Jason, Leonidas, Leto, Menelaus, Minos, Achilles

Female Names: Arete, Astypalaea, Camilla, Eris, Helia, Ioanna, Megara, Nike, Sappho, Spatha

HYPERIUM

Male Names: Acteon, Agathon, Alexander, Antilochus, Demokles, Dracus, Hector, Tydeus, Aeneas

Female Names: Alexandria, Corinna, Demetria, Leda, Meadia, Ophelia, Panelope, Praxia, Rhea, Hestia

CRIXOS

Male Names: Anax, Charon, Geryon, Haides, Ilamenus, Leander, Seirios, Tiresias, Xenophon, Phrastor

Female Names: Ananke, Aurai, Daphne, Delphi, Macaria, Mestra, Narkissa, Pandora, Persephone, Elysia

ILLYRIA

Male Names: Adonis, Alexio, Amphion, Apollonas, Evander, Ikaros, Orpheus, Thero, Thespius, Paris

Female Names: Cyrilla, Danae, Elektra, Eros, Hellen, Kassandra, Nesaea, Sophia, Xenia, Lydia

Patronym or Matronym: Humans of Arkadia do not have family names, but instead are known by their parentage, introducing themselves as the son or daughter of their parent, such as Perseus, son of Ixion.

ELF NAMES

The Elven tongue is the oldest spoken by the races of Arkadia, said to be the very language of the gods themselves.

Male Names: Agamedes, Alcimede, Asterion, Caeneus, Castor, Deileon, Dimoetes, Endymion, Eos, Ereuthalion, Galanthis, Ganymede, Gelanor, Helios, Hermeias, Hippolytus, Hylas, Iasus, Ikelos Ioneus, Laërtes, Leucus, Lycaon, Lysis, Nycteus, Orion, Sarpedon, Theiodamas, Zelos,

Female Names: Aegea, Aegiale, Aella, Aethilla, Ariadne, Artemisia, Asteria, Atalanta, Caenis, Calipso, Cassandra, Cilla, Circe, Cleopatra, Diana, Hypolita, Ismene, Lethaea, Lysianassa, Natasa, Nausicaa, Polymnia, Psyche, Pythia, Selene, Thalestris, Zephyra, Cassiopeia

Epithets. Elven surnames are epithets earned by an elf. They may be gained and lost throughout the elf's life. Young elves have only a single epithet, often given for their birth or appearance. Older elves may have several, given for their manners, occupation, or the deeds they have performed.

Oreyan Epithets: The swift footed, who strikes from afar, joiner of battles, the huntress, mountain born, tamer of horses, of the golden bow, cunning, keen eyed, spear-famed

Scyllaeon Epithets: Of the grey eyes, the high crowned, the seer, the caller of waves, golden haired, wise, blessed of Ithea, stormbreaker, of the sea, who watches the tide

Nyssian Epithets: The immortal, speaker of the dead, the cruel master, the hidden one, possessor of secrets, guardian of the tomb, eater of flesh, undying, the exiled, the withered

DWARF NAMES

Dwarves have only a single name, given at birth by the elders of their forge. Many dwarves write their names as a unique maker's mark to distinguish their work and identify where it was made, whether scratched into the clay underside of a pot, chiseled into the base of a statue, or stamped on the back of a golden pendant.

Male Names: Agamemnon, Bakis, Bokolus, Bienor, Bortes, Branchus, Bormus, Cordus, Clytus, Demophon, Elpenor, Glaucus, Hebros, Haemus, Imbrius, Lampus, Leodokus, Magnes, Nestor, Oxylus, Phlegyas, Pittheus, Rhadamanthys, Telemon, Thaddaeus, Prometheus

Female Names: Agatha, Batea, Bianna, Bolina, Briseis, Cydona, Deianeira, Demetra, Diomede, Gerana, Hecamede, Hilaera, Halimede, Ino, Laodamia, Medea, Myrina, Myrrha, Perimede, Phoebe, Ptolema, Rhadine, Thisbe, Timandra

Maker's Name. Volcano dwarves identify with the city or place where they work, as it implies their craft. For example, a dwarf might introduce himself as Bakis of Kryta, implying that he works with bronze and is possibly a smith or armorer.



Arkadian Male Names

d100	Name	d100	Name
1	Aegon	51	Kallon
2	Aeson	52	Kasos
3	Aeolus	53	Kassandros
4	Akamas	54	Kepheus
5	Alekto	55	Kerkyon
6	Alexandros	56	Keteus
7	Alkeides	57	Krios
8	Anaxis	58	Kritias
9	Andreas	59	Kyrillos
10	Apollo	60	Laios
11	Arion	61	Laureion
12	Aster	62	Leandros
13	Astyanax	63	Leon
14	Baerius	64	Lykomedes
15	Basileios	65	Lykos
16	Belos	66	Lysandros
17	Brygos	67	Megareus
18	Brontes	68	Melanthos
19	Cilix	69	Memnon
20	Cineas	70	Midas
21	Crethon	71	Mys
22	Cronos	72	Narkissos
23	Daedalus	73	Nicias
24	Damon	74	Ochos
25	Deon	75	Olympicus
26	Diomedes	76	Onomastos
27	Doreius	77	Orestes
28	Eleon	78	Pallas
29	Eugenios	79	Pandaros
30	Euripides	80	Patroklos
31	Euryleon	81	Perikles
32	Evandros	82	Phaestus
33	Evenus	83	Phineus
34	Galenus	84	Priam
35	Gallus	85	Pythios
36	Geleon	86	Pyrrhos
37	Gyras	87	Sabyllos
38	Halius	88	Scylax
39	Helenos	89	Scythas
40	Hyakinthos	90	Skiron
41	Iakkhos	91	Sophanes
42	Idas	92	Talos
43	Illyrius	93	Taureas
44	Inaros	94	Teiresias
45	Ion	95	Theophrastos
46	Isandros	96	Theos
47	Ision	97	Thestor
48	Kadmos	98	Vettias
49	Kalchas	99	Xanthos
50	Kallinos	100	Zephyrus

Arkadian Female Names

d100	Name	d100	Name
1	Acantha	51	Kypris
2	Adeia	52	Kyra
3	Agamede	53	Lais
4	Aketa	54	Lanike
5	Alkmena	55	Laothoe
6	Amathea	56	Latona
7	Amatheaia	57	Lyra
8	Anastasia	58	Maera
9	Antigone	59	Maia
10	Antiope	60	Maiandria
11	Anysia	61	Melanie
12	Astraea	62	Melissa
13	Axiothea	63	Melite
14	Calypso	64	Melpomene
15	Charis	65	Milo
16	Chloë	66	Monima
17	Chryseos	67	Nikaia
18	Cilissa	68	Niko
19	Crisa	69	Niobe
20	Cybele	70	Olympias
21	Cyrene	71	Oreithyia
22	Damaris	72	Orithyia
23	Damia	73	Ourania
24	Eileithyia	74	Panora
25	Enyo	75	Pelopia
26	Eunice	76	Penelope
27	Europa	77	Perialla
28	Galatea	78	Pero
29	Gygaea	79	Phaedra
30	Halie	80	Phaenna
31	Harmonia	81	Philona
32	Hecuba	82	Phyllis
33	Hekaline	83	Polyxena
34	Hippolyta	84	Pyrrha
35	Hyrmina	85	Rhene
36	Iaera	86	Rhode
37	Ianthe	87	Roxane
38	Iokaste	88	Scylla
39	Iphis	89	Semele
40	Irene	90	Thalassa
41	Iris	91	Thebe
42	Isadora	92	Theia
43	Issa	93	Theresa
44	Kalliope	94	Thessala
45	Kallisto	95	Thetis
46	Kalypso	96	Thyia
47	Katina	97	Xanthe
48	Kleio	98	Xene
49	Kynna	99	Zenobia
50	Kynthia	100	Zoe



SCYLLAEA

THE
ARKADIAN SEA

NYS

ITHEA

GRXOS

ARKADIA

GARGAROS

HYPERIUM

KOR EREBOS

KRYTA

LIXRIA

OLD KRYTA

PSYSSERIA

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