

THE ORACLE OF AEGIS ISLE

A festive setting-neutral adventure
for 2nd-4th level characters

By Nick Petrou



The Oracle of Aegis Isle, a festive setting-neutral 5th Edition DUNGEONS & DRAGONS adventure for 2nd to 4th level characters, created by Nick Petrou.

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FEEDBACK

I need *your* feedback to improve this adventure and to improve as a creator. If you want to rate and review *The Oracle of Aegis Isle*, please do so on its Dungeon Masters Guild page via the following link:

<https://www.dmsguild.com/product/317209/The-Oracle-of-Aegis-Isle>

INTRODUCTION

Wine shall be spilt, backs shall be broken, a daughter of Aegis Isle shall rise, and ever shall these days of festivity and sport be known as the Oracle Games. But this once-in-a-lifetime event is not for the salt-browed denizens of the island alone, and all with heart are welcome.

The Oracle of Aegis Isle is a setting-neutral adventure that encourages social roleplay on a small but lively island. While the characters can have a whole lot of fun just by participating in competitions and otherwise enjoying the festivities of the Oracle Games, a conspiracy unfolds beneath the surface, ancient secrets and strange treasures await discovery, and the monsters guarding them await their next good meal. *The Oracle of Aegis Isle* is perfect for parties in need of a holiday (a break from their main campaign).

YOU

This document assumes the person reading it is the DM. It's intended to be read only by you, the DM, and not the players. It's a guide, though you may customize and run the adventure however you want. This document therefore assumes you're aware of your role as the DM and makes little mention of your capacity to customize and run the adventure. If specific information about something hasn't been provided in this document, it's likely it isn't crucial to the adventure, and it's up to you to expand on it or improvise, should you want to.

RUNNING THE ADVENTURE

As *The Oracle of Aegis Isle* is setting-neutral, you can insert the island and the adventure into just about any fantasy setting with salt water in it. The adventure is suitable for 2nd to 4th level characters and can take between 3 and 12 hours to complete, depending on how many sidequests the characters pursue, how many competitions they participate in, and a range of other factors.

Rulebooks and creatures

This adventure refers to the 5th Edition *Basic Rules* (BR), 5th Edition *Player's Handbook* (PHB), and 5th Edition *Monster Manual* (MM). All the creatures in this adventure can be found in the MM, but five have been modified or reskinned. Standard creatures are bolded, and modified or reskinned creatures are bolded and italicized. Unless it's otherwise noted, all NPCs referred to as "merchants" are **pirates** and all NPCs referred to as "villagers" or "guests" are **commoners**.

Modified and reskinned creatures

There are seven modified or reskinned creatures:

- The ***ailouros*** — a **blink dog** reskinned as a feline predator with blue fur
- ***Animated hoplite*** — **animated armor** reskinned as animated hoplite armor
- ***Athletes*** — **commoners** modified to be more physically capable
- ***Chiron*** — a **centaur** modified to be a specific NPC and to be tougher
- The ***colossal octopus*** — a **giant octopus** modified to be tougher
- ***High Priestesses*** — **priests** modified to be female only and to use different spells
- ***High Priestess Cassandra*** — a **priest** modified to be a specific NPC, to use different spells, and to be tougher

See Appendix A for stat blocks for all modified or reskinned creatures but the *ailouros*.

Scaling for total level

You may need to scale some encounters to make them less or more difficult for a weaker or stronger party. By default, the encounters in this adventure are scaled to a party of four 3rd level characters, whose total level is 12, but recommendations for decreasing or increasing the difficulty of those encounters are provided in green sidebars throughout the adventure, simplified into four total level brackets, which are as follows:

- Total level of 8 or lower
- Total level of 9 to 12 (default)
- Total level of 13 to 16
- Total level of 17 or higher

To calculate the party's total level, simply add the levels of all characters in the party together (e.g. a party with two 3rd level characters and two 2nd level characters has a total level of 10, and a party of five

4th level characters has a total level of 20).

You may also want to adjust the default DCs.

Justified checks

You may want to use the custom rule of justified checks, in which a character can make an ability check using a skill of *their* choice, provided they justify it. For example, in the harpies sidequest (see "Harpies" in part 3), it reads:

Three **harpies** nest on the northwest edge of the island, and if the characters are searching in approximately the right area, they can find the harpies with a successful *DC 10 justified check* [...]

Here, the DC 10 ability check to find the harpies is designated a *justified check*, so a character may, for instance, try to find the harpies using Survival, describing how they search for harpy feathers in hopes of finding a trail leading to the harpies. As this is logical enough, you may allow the character to make a DC 10 Wisdom (Survival) check.

In this document, all justified checks and their DCs are italicized. If you don't want to use the justified checks suggested, simply lock them to one or more skills of your choice.

Miscellaneous tips

Blue boxes contain direct narration.

Text in these blue boxes is to be read to the players.

Green boxes are sidebars.

Text in these green boxes is *not* to be read to the players.

As detailed in "Quest events" in part 3, there are important quest events which advance the conspiracy and prompt the characters to unravel it, but the characters may gain clues about the conspiracy, as well as sidequest leads, simply by interacting with NPCs; it's therefore recommended you encourage social roleplay.

Information on Aegis Isle's society — including that on the Nameless God, the Oracle, and the High Priestesses — is detailed throughout this document, albeit concentrated in paragraphs detailing Intelligence (History) checks; it's recommended you read these before starting.

For information on swimming, drowning, and underwater combat, see "movement," "suffocating," and "underwater combat" in the PHB.

The following map of Aegis Isle may be useful to you from here on (see Appendix B for a larger version and **attachment 1** for a full-sized version).



Adventure hooks

The characters may follow one or more of the following adventure hooks:

- Adventure hook 1: One character has relatives on Aegis Isle who invited them to the Oracle Games. This adventure hook requires additional preparation, likely involving collaboration with one of the players.
- Adventure hook 2: One or more characters learned about the Oracle Games and wants to set up their own stall, compete, or otherwise contribute to the festivities.
- Adventure hook 3: One or more characters learned about Aegis Isle and the Oracle Games and wants to have something divined by the Oracle.

Background

There is no record of how long humans, elves, and half-elves have inhabited Aegis Isle, nor for how long they have offered Oracles to the Nameless God who watches over it. The Oracle and the High Priestesses who tend to her are worshipped like gods themselves, though the Oracle is first and foremost a soothsayer, and through her and the High Priestesses, the Nameless God guides and protects the villagers. When the Oracle grows old, the High Priestesses choose a daughter of Aegis Isle to replace her, and thus the cycle of the Oracle continues. When a proffered Oracle is to become the new Oracle, the village hosts the Oracle Games, a two-day festival in which the transference ritual is celebrated.

Now, a new daughter of Aegis Isle, Daphne Panogis, is to be the new Oracle. She is the only child of High Priestess Cassandra, whose husband, Barnabus Panogis, recently fled his family and the island... supposedly.

The conspiracy

High Priestess Cassandra's daughter, Daphne Panogis, doesn't want to be the Oracle, and her father, Barnabus Panogis, supported her, composing with her a plan to set her free. The unwritten matriarch of the High Priestesses and Aegis Isle overall, Cassandra became privy to their plan, and her desire for power, which would increase greatly with her own daughter as Oracle, impelled her to thwart it. Cassandra murdered her husband by stabbing him in the heart and pushing him off the cliffs on the southeast side of the island two days before the Oracle Games. His ghost now lingers where he died, and Cassandra has since kept Daphne sedated, holding her in the Lesser Temple in preparation for the transference ritual, after which Daphne will be the new Oracle.

Unravelling the conspiracy is the main quest!

Overview

The adventure is composed of the following parts:

- Part 1: Following an adventure hook, the characters sail to Aegis Isle, arriving on the first day of the two-day festival known as the Oracle Games.
- Part 2: Disembarking the ship in Merchants' Bay, the characters see a corpse.
- Part 3: The characters enter the village, in and around which the Oracle Games are taking place; while participating in competitions and otherwise enjoying the festivities, they may gain more clues about the conspiracy, and they may also gain some sidequest leads, which they may want to pursue.
- Part 4: The characters unravel the conspiracy. They may then try to leave Aegis Isle.

PART 1: TO AEGIS ISLE

The adventure begins with the characters on a ship and with Aegis Isle almost in sight, set to arrive in the morning of the first day of the Oracle Games.

When you're ready to begin, read the following:

After agreeing to visit Aegis Isle, you sought transport to the island, finding a small merchant ship which was heading there anyway. The captain, a balding human whose skin seemed painted onto his cordy sinew, introduced himself as Eric Seaworth and quoted fifty gold. You paid the man and climbed aboard.

The start of your voyage was blessed with wind, but now the wind dies out, and Erich's crew dip their oars into the sea.

A creature may become seasick while travelling on Erich Seaworth's ship. All creatures on the ship except Erich, his crew, and any characters with the sailor background or a similar background must make a DC 8 Constitution saving throw. On a failed save, they become mildly seasick, and if they aren't cured in 5 minutes, they become severely seasick and start to vomit, gaining disadvantage on Constitution saving throws for 3 hours. A severely seasick creature can't finish a short or long rest on the ship. For the purposes of curing seasickness, it's a disease.

When you're ready to continue, read the following:

After an hour on the glass ocean, the sails grow fat, and the ship leaps toward the volcanic island to which the bowsprit points. The crew take in the oars, and Erich Seaworth comes staggering out of his cabin, drinking a bottle of what looks like urine. An adolescent male human with no shirt and a bird's nest for hair sits with a bottle of rum in the middle of the deck, and as he wobbles past the adolescent, Erich says, "Seen naught but what's in your head, lad. Best find your legs quick, or I'll be leaving you on Aegis Isle."

Seabirds scream through the cloudless sky, and the sun stings your eyes. The mast creaks, and the wind burns your nostrils.

Erich's ship

Erich Seaworth's ship is a simple merchant vessel. Erich stows spices, fruits, and nuts in crates below the deck, and he keeps his personal possessions inside the captain's cabin at the stern.

In the captain's cabin, a character can make a Wisdom (Perception) check to find the features and items in the following table. If they succeed on one of the checks, they also succeed on the checks with a lower DC.

DC	Feature or item
10	Navigator's tools
15	Two rubies worth 20 gp each
20	A secret compartment containing 75 gp

Erich and his crew

Erich Seaworth is a balding male human merchant who trades with the villagers of Aegis Isle. His crew is comprised of nine humanoid merchants, including Charlie Seaworth.

From Erich and his crew, the characters can gain the information in "Merchants" in part 2, and the characters may simply overhear Erich and his crew discussing any of those items while sailing.

Charlie Seaworth

The adolescent male human sitting with a bottle of rum in the middle of the deck is Charlie Seaworth, Erich Seaworth's son. Charlie is pale and shaking — clearly disturbed by something.

If the characters ask Charlie what's wrong, read the following:

The adolescent takes a swig of rum. "Saw something on the cliffs, I did. Two days ago, when we was here last. A see-through man on the southeast cliffs. He jumped onto the reef. I blinked; he was gone. I won't get off this ship. I won't. Erich can't make me."

Charlie saw a ghost, but neither he nor the characters know it was the ghost of Barnabus Panogis.

Merchants' Bay

When you're ready to continue, read the following:

The cliff-girded island grows into view. From the dead volcano on its west end to a blue-topped lighthouse on its east, it is less than a mile long. The cliffs obscure a look into the island's depths, but as the crew — having fastened the sails and taken up oars once more — row you nearer, a bay under the lighthouse comes into view, as do the masts of some thirty ships.

You're soon sliding through the waters of the bay. Between the jetties lie tongues of white sand, the limestone cliffs having long ago eroded and formed a ramp up off the shore and up between the legs of some stilt shanty. Where the sand feeds into coastal shrubbery there rises a columned structure with a long blue roof. On the ships and jetties, and in the stilt shanty, people flock and squawk to more deafening heights than the seabirds.

Many of the boats in the bay belong to merchants, but the villagers moor several boats here too.

The lighthouse

A lighthouse stands on a tiny island in Merchants' Bay. A stone stair spirals up its interior to a lantern powered by an enchantment. At night, the light turns on and begins to turn automatically, and for this reason, the villagers rarely enter the structure.

A character can make a DC 10 Intelligence (History) check to recall a brief history of the lighthouse. On a successful check, they recall that the lighthouse is a relatively new structure, erected around the same time as the New Agora in the village, and that it was built solely for the merchants who trade and rest in the bay. They also recall a story of how, before the lantern was automated with an enchantment, a drunken wickie fell from the top of the lighthouse onto the rocks below, surviving the fall only to be picked apart by seabirds.

Behind the stone stair, in the lighthouse's foundation, there is a small wooden trapdoor, through which a ladder descends into a basement. To the rear of the basement a stone box glows blue, brightest in the gap between the lid and the base. The box is sealed shut with an enchantment that ends only if the right words are spoken. The characters may learn these words later in the adventure, as detailed in "The ghost" in part 4. Inside the box is 200 gp and the *Aegis of Reprisal*.

The Aegis of Reprisal

The Aegis of Reprisal is a round +1 shield forged from bronze. Once per day, a creature wielding the shield can use its reaction to absorb an evocation spell targeting them (into the shield). As a bonus action on their turn, they can discharge any spell absorbed by the shield. Discharging a spell is the same as casting one, but it requires no spell slots nor components, and it's always a bonus action. The shield can only hold one spell at a time, but it can hold it indefinitely. The front of the shield is also a reflective surface, though as the shield is slightly convex, its reflections are warped. As implied in "The ghost" in part 4, if the characters haven't honored their agreement with Barnabus Panogis, the shield's spell-absorption ability doesn't work when any of the characters wield it.

Disembarking

When you're ready to continue, Erich Seaworth and his crew moor the ship, and before gesturing the characters to disembark, Erich tells them he'll be departing at sunrise the day after the Oracle Games and that they can join him, returning to where they departed from, if they buy him a bottle of Katopodis ouzo, which can be found for sale in the village. In the

morning on the second day, Erich and his crew begin delivering spices, fruits, and nuts to the Old Agora (see "Old Agora" in part 2); when they're done, they relax for a while, and they then load one crate of sitira (see "Agriculture and aquaculture" in part 3), one crate of olives, and one crate of wine from the Old Agora onto the ship, having purchased them from the villagers.

As the characters disembark, the crew of another merchant ship carry a humanoid corpse off their ship and onto one of the nearby jetties. The corpse is that of Barnabus Panogis, but neither the merchants nor the characters know this.

Part 2: The Corpse

A crowd of merchants gather around the corpse, but before the characters can do anything, one of two NPCs approach them. The identity of the NPC depends on which adventure hook the characters followed.

Escort

If the characters followed adventure hook 1, one of the character's relatives who lives on Aegis Isle greets them. If the characters followed adventure hooks 2 or 3, Natasha Redreef greets them; she also asks if they intend to set up a stall, in which case she requests a 10 gp trading fee for each stall. Both NPCs insist the characters follow them to the village (passing the Old Agora on the way), and if the characters do, they give the characters the following important information on the way:

- The Oracle Games is a two-day event.
- The competitions begin now and end after the sun sets on the second day.
- The proffered Oracle ascends to the Greater Temple about half an hour before the sun sets on the second day, after which the transference ritual begins. When the ritual is complete and Aegis Isle has a new Oracle, there will be fireworks.
- The Oracle Games end when the sun rises the morning after the second day.
- A young male half-elf named Julian Katopodis is the master of ceremonies for this Oracle Games; he announces and organizes competitions and otherwise facilitates the event.
- All guests of Aegis Isle must abide by the law, lest they face the judgement of the Nameless God.
- During the Oracle Games, guests can stay in Merchants' Shanty or camp for free.
- The ailouros was released last night, and there are different rewards for bringing it back alive or dead (see "Tracking the ailouros" and "The ailouros" in this part).

Natasha Redreef

Natasha Redreef is a young female stout halfling whose red cheeks take up much of her face. She wears a blueberry dress and a chain of sun-bleached shells, and she smells of flowers and ale. Natasha lives in the tavern in Merchants' Shanty with her mother and father, and the villagers pay her to escort guests to the Oracle Games and collect trading fees. Natasha dreams of leaving Aegis Isle, and she's been

stealing small sums of money from her parents for years, storing them in a jar and saving for a new life.

Inspecting the corpse

If the characters go to the jetty to inspect the corpse, read the following:

Gathering their fishy sweat, you push through the crowd to find a waterlogged humanoid corpse supine on the jetty. Shreds of clothing cling to the corpse's blue skin, and chunks of its flesh have been chipped away as if by thousands of tiny mouths. Long hairs strangle its face, and it overall reeks of a stagnant rock pool. Seabirds stand on jetty posts and shriek, adding to the turd plastering the jetty and waiting to pick at the corpse.

A character can make an Intelligence (Investigation) check to investigate the corpse and discern the information in the following table. If they succeed on one of the checks, they also succeed on the checks with a lower DC.

DC	Information
5	The flesh is pink, and the upper lip adorns a bristly moustache. It seems to be a human male.
10	The shreds of clothing, while torn and faded, are colored white and blue.
15	There is a narrow puncture wound just below the sternum — likely the work of a blade.

If a character casts a spell like *speak with dead* on the corpse, Barnabus Panogis's soul doesn't return it, only his animating spirit. Even if questioned, it can only repeat the following words in frantic bursts:

My sweet daughter. I must free her from her place. It shall not be her fate.

If the characters ask the merchants who carried the corpse onto the jetty about the corpse, the merchants say they found it crashing against the reef on the southeast side of the island; they don't recognize who it was.

When you're ready to continue, four merchants carry the corpse into the hospital shack in Merchants' Shanty, and the characters' escort insists the characters ignore the corpse and Merchants' Shanty and follow them to the village (passing the Old Agora on the way).

Merchants' Shanty

Merchants' Shanty is a collection of stilt shacks on the shore of Merchants' Bay, built by the merchants who frequent Aegis Isle for trade with the villagers. There are between eight and twelve shacks in the shanty, excluding the hospital shack and the tavern. Many merchants stay in the shacks, while some stay in their

ships. Most of the shacks are simple, single-roomed shelters lined with bunk beds.

In any of the shacks, a character can make a Wisdom (Perception) check to find the items in the following table. If they succeed on one of the checks, they find just one of the items listed for that DC, and they also succeed on the checks with a lower DC.

DC	Item
10	<ul style="list-style-type: none">▪ Rations (10 days)▪ An empty waterskin▪ A bottle of cheap rum
15	<ul style="list-style-type: none">▪ A hempen rope▪ A net▪ Fishing tackle
20	<ul style="list-style-type: none">▪ A small sack with 10 gp in it▪ Navigator's tools▪ A scimitar

In one of the shacks, the characters may find a dwarven merchant sleeping in a bunk bed, spooning an unopened bottle of Katopodis ouzo.

Merchants

Merchants may be of any humanoid race. Most, but not all, merchants remain in Merchants' Bay and Merchants' Shanty during the Oracle Games, unloading or loading ships and drinking in the tavern.

From merchants, the characters can gain the information in the following list; information relating to the **conspiracy** is signified with **[C]**, and sidequest leads are signified with **[SQ]**. The characters may simply overhear merchants discussing any of these items.

- **[C]** The proffered Oracle's father supposedly fled the island on a merchant ship, but none of the merchants, who are mostly aware each other's dealings, know anything about this.
- **[SQ]** Harpies nest on the cliffs on the northwest edge of the island, and the villagers are offering a 20 gp reward per harpy head (see "Harpies" in part 3).
- **[SQ]** It's rumored a colossal octopus guards a treasure off the southwest coast, somewhere near the seaweed farm (see "Colossal octopus" in part 3).
- **[SQ]** There's a cursed shipwreck off the north coast of the island, near the natural pool (see "Shipwreck" in part 3).
- **[SQ]** The merchant Billy Coraltoe lost his brother to the cursed shipwreck, and Billy is in the tavern in Merchants' Shanty right now.
- **[SQ]** There is an ancient tower on the smaller, noxious island south of the principle island, and it's rumored a great blacksmith once dwelled there (see

"The Tower of Hephaestus" in part 3).

- There can be no divinations during the Oracle Games, as the current Oracle is too old, and the High Priestesses themselves will ask the first divination of the new Oracle. Divinations usually cost between 250 and 500 gp.
- The villagers chain criminals to the cliffs facing the sea and let their Nameless God decide their fate. Merchants are careful not to provoke the villagers.
- To avoid inbreeding, the villagers sometimes ask foreigners to breed with them.

Billy Coraltoe

Billy Coraltoe is a male human merchant with leather skin and a wooden leg. He drinks in the tavern in Merchants' Shanty during the Oracle Games, and he often imports tobacco to Aegis Isle.

If the characters ask Billy about his brother who was lost to the cursed shipwreck, he tells them it was three years ago now and that he still hasn't had the courage to return to the cursed wreck and search for his brother's remains. If the characters offer to retrieve Billy's brother's remains, Billy says his brother, Tommy Coraltoe, was wearing a silver necklace that day. As detailed in the shipwreck sidequest (see "The large barnacle-sealed chest" in part 3), Tommy was killed and eaten by a mimic in the wrecked ship's hull, but Billy doesn't know this. If the characters find Tommy's necklace and give it to Billy, Billy buys them as many drinks as they want and offers them free passage on his ship to wherever they want to go after the Oracle Games; he also lets them stay on his ship while it's moored in Merchants' Bay.

Tavern/house: The Redreef family

The largest shack is a two-storey tavern whose balcony runs the entire perimeter of its second storey. Many merchants drink here, mostly on the balcony or the heavy wooden picnic tables on the grass outside. The Redreef family is a family of three. Dane is married to Helga, Natasha is their only child, and they live in and run the tavern, occupying two rooms on the bottom floor. For the purposes of this document, the Redreef family are considered merchants, not villagers.

Dane Redreef is a male stout halfling with a beard down to his belt buckle, and two gold teeth. He's always smiling on the job because he's always drinking on the job. Dane works in the tavern during the Oracle Games.

Helga Redreef is a female stout halfling who hasn't smiled in years. She is sick of Dane's drinking, and the closest thing to affection she's given him in the last

decade is a punch to the throat. Helga works in the tavern during the Oracle Games.

Natasha Redreef is a young female stout halfling with red cheeks and an aroma of flowers and ale. She escorts guests and collect trading fees during the Oracle Games, and more information about her can be found in "Natasha Redreef" in this part.

In the Redreef family's rooms, a character can make a Wisdom (Perception) check to find the items in the following table. If they succeed on one of the checks, they also succeed on the checks with a lower DC.

DC	Item
10	A light hammer
15	A pair of gold earrings worth 50 gp
20	A savings jar containing 100 gp

The hospital shack

The merchants reserve one of the shacks in Merchants' Shanty for the wounded and sick. It's like the other shacks, but it also features a crude wooden operating table. If the corpse was carried into the hospital shack, two human merchants guard it on the operating table. If the characters ask them about the corpse, the merchants say they don't recognize who it was and that two other merchants went to tell the High Priestesses about it.

The Old Agora

If the characters approach the Old Agora, read the following:

You approach the blue-roofed columned structure you saw when you entered the bay. Unlike the wooden shanty clinging to the shore, this structure is of bone-white stone. The roofed section has endured the elements for what appears to have been centuries, though the roofless, tiled court trimming it is broken away; several of its columns are prostrate in the sand and shrubs. Among its standing columns, some in the shade and others in the sun, merchants smoke, drink, and otherwise loiter, and while excitement sparks the air, the place reeks of body odor, mold, and dust. Crates, barrels, and sacks clutter the spaces between the columns, as do the merchants keeping a drunken eye on them.

A gravel road continues westward past this ancient agora and toward a range of dark stone outcrops.

The Old Agora was built long ago, but now merchants use it as a storage space when trading with the villagers, and it's packed halfway to the ceiling during the Oracle Games.

A character can make a DC 10 Intelligence (History) check to recall a brief history of the Old Agora. On a

successful check, they recall that the Old Agora was abandoned in place of a larger agora built in the village after merchants started to crowd the bay. Also, while time did most of the work, many of the agora's columns were knocked down by a raging cyclops long ago.

To the village

If the characters follow the road toward the village, read the following:

The gravel road continues through shrubs and withered trees, but then the land dips, and the salty coastal vegetation shifts to wheatlike crop on both sides. Through a shoulder between the stone outcrops ahead, there stands a white archway with an ornate round shield motif carved into its peak, and soon under that same archway you pass, beholding a grass oval girded with white posts and two tiered spectator stands, made also of stone but shaded in grapevines.

Beyond the oval there stands a second agora, and surrounding it are several squat houses and tenfold as many olive trees. Behind the agora and houses, which must compose the village of Aegis Isle, the volcano you saw from the sea ramps into the sky, offering to the sun the white and blue temple it holds in its crater. Dark vegetation strangles the base of the volcano, and it seems the narrow land between the volcano and the sea is of another biome entirely — a jungle-like skirt on this otherwise brackish island.

The symbol of the Oracle

The symbol carved into the peak of the archway is the symbol of the Oracle — a circular shield with a grapevine trimming its circumference and a lidless eye in its center.



PART 3: AEGIS ISLE AND THE ORACLE GAMES

If the characters continue following the road toward the village, read the following:

Several colorful groups of humanoids walk west over the oval, and around the oval's edge, weaving in between the posts, jog and otherwise limber up many humanoids more, their half-naked bodies glistening in the morning sun.

A steady drumming begins, and a throng of humanoids passing between the agora and the squat houses quicken their movements and begin to dance. For every two creatures, there is at least one wooden stall, and many of these stalls support banners and motifs, while some parties carry their colors on spears and poles.

Past this agora, which is twice greater than the agora by the bay, there stands a temple, right on the foot of the volcano, and out of the temple's rear begins a stair which carves a way up to an archway rested on the volcano's waist like a belt buckle; the jungle-like vegetation climbs no higher than here. As for the houses in the village, they're few and similar in design, and they're pressed into the stone outcrops both north and south of the agora.

An armada of other instruments now accompany the drumming, and tendrils of honeyed smoke find your nose on the breeze. Several red orbs dash into the sky, and hundreds more follow them, exploding all at once and raining harmless flame over the festivities.

Once the characters are in the village, their escort tries to interact with them. If the characters followed adventure hook 1, the character's relative welcomes the characters to the Oracle Games and tries to escort them to their home, where they're invited to stay. If the characters followed adventure hooks 2 or 3, Natasha Redreef welcomes them to the Oracle Games and points out one empty stall for each character who paid the trading fee of 10 gp; she then returns to Merchants' Bay.

Running this part

This part includes information on the island, sidequests, the village, and the Oracle Games. As detailed in "Quest events" in this part, it also includes information on three important quest events which occur in specific windows of time and relate directly to the **conspiracy**.

This part is run best as a sandbox, in which you may use the NPCs, quest events, sidequests, stalls, and competitions provided, as well as your own, to prompt and react to the characters. It's more fun if you make the island, the village, and the Oracle Games feel alive, encouraging social roleplay and making use of music and ambience. If the characters

are lacking direction, give them some by describing NPCs discussing something to do with the conspiracy or a sidequest or by announcing a competition; you may even simply *tell* the players there are many stalls to visit and NPCs to meet. The Oracle Games *should* feel distracting.

Again, note that the Oracle Games is a two-day event, all competitions end after the sun sets on the second day, the transference ritual begins 1 hour after the sun sets on the second day, and the event ends when the sun rises the morning after second day, after which the villagers begin to clean up and guests begin to leave. To reiterate, time is important in this adventure, and you may want to tell the players that the Oracle Games and the main quest advance even if their characters aren't there to witness it.

This part is organized spatially, so you must decide the following:

- The time
- Exactly when quest events occur
- When competitions occur

On the first night of the Oracle Games, most the villagers pack away their stalls and then sleep in their homes, and most of the guests return to Merchants' Shanty or Merchants' Bay, where they party in the tavern or sleep in shacks or boats, while others camp. The High Priestesses and **Chiron** don't return to their homes, and they don't sleep. On the second night, mostly everyone stays up all night celebrating, assuming quest event 3 concludes as written (see "Quest event 3" in this part).

It's recommended you use Julian Katopodis, the master of ceremonies for this Oracle Games, to facilitate the event. More information about Julian can be found in "Master of ceremonies" in this part.

Law enforcement

Somewhere on the north coast of the island, there's a steep cliff into which several sets of iron shackles are bolted. If someone commits a crime on Aegis Isle, the villagers shackle them to the cliff, facing the sea. The duration of their internment depends on the seriousness of their crime, and it's usually the High Priestesses who have the final say. The villagers believe the Nameless God judges the criminal, either increasing the size and frequency of the waves and drowning them or decreasing the size and frequency and letting them live.

So the villagers can enjoy the event, the High Priestesses hired sixteen **guards** to enforce the law during the Oracle Games. The guards are identifiable

by their gray and maroon tabards, and most of them are posted around the Lesser Temple and in the village, though you may want to have some posted elsewhere, such as in Merchants' Shanty. If someone commits a crime, the guards first try to arrest and shackle them without violence, but if they resist, the guards attack them, trying to knock them unconscious. The guards have been given the following instructions during the Oracle Games:

- None may enter the Lesser or Greater Temples.
- None but Julian Katopodis may disturb High Priestess Cassandra while she's in the Lesser Temple.
- Break up only serious fights.
- Detain petty criminals, such as thieves, for the day, shackling them somewhere in the village.
- Detain serious criminals, such as burglars, intruders, and murderers, shackling the criminals to the cliffs and leaving them there until the High Priestesses can attend to the matter.
- Maintain a strict watch at night (the guards take shifts, so only one-third of them are resting at once).

If a creature tries to commit a crime or do anything else that would concern the guards during the day, they can make a DC 14 Dexterity (Stealth) or Dexterity (Sleight of Hand) check to avoid being seen by the guards or anyone who would alert them. On a failed check, the guards see them and try to warn or arrest them. At night, the DC is lowered to 10. If the characters are shackled to the cliffs, especially for a serious crime, you may want to have someone try to free them, possibly the merchant Billy Coraltoe (see "Billy Coraltoe" in part 2) or the dreadlocked **scouts** (see "Tracking the ailouros" in part 3).

Scaling the guards

- Total level of 8 or lower: decrease the number of **guards** hired to twelve
- Total level of 9 to 12: as written
- Total level of 13 to 16: increase the number of guards hired to twenty
- Total level of 17 or higher: increase the number of guards hired to twenty-four

The island

This section pertains to areas outside of Merchants' Bay, Merchants' Shanty (and the Old Agora), and the village (which includes the oval but not the Lesser Temple nor Greater Temple); refer to this section and "Sidequests" in this part if the characters go beyond these areas.

A creature can make a DC 8 Strength (Athletics) check to ascend or descend any of the cliffs or

outcrops on the island. On a failed check, they fail to ascend or descend, and fall up to 20 feet; if they land on a solid surface, they take 1d6 bludgeoning damage for each 10 feet they fell, but they take no damage if they land in the sea. Ascending or descending the volcano requires specific ability checks, as detailed in "Climbing the volcano" in part 4.

Environment

Aegis Isle is actually a group of islands, but the principal island is far larger than the others, so it's often referred to as a single island. The island is home to some species of flora, fungi, and fauna which aren't considered "creatures."

Aegis Isle supports hardy coastal grasses, shrubs, and small trees, but the flora and fungi on and around the volcano is different due to the volcanic soil. The flora in these locations includes mosses, grasses, creepers and climbers, vines, ferns, and larger trees, and fungi grow here too.

Other than the villagers and other creatures detailed in this document, no large fauna inhabits the island. Mostly, there are insects, small reptiles, small rodents, and birds, but the flora, fungi, and fauna of the water surrounding the island is much more diverse and abundant, and all manner of saltwater aquatic life can be found there.

Agriculture and aquaculture

While the villagers import most of their food and other supplies, they also practice agriculture, farming a hardy species of wheatlike grain called "sitira" as well as olives, grapes, and various species of marine flora. Sitira is farmed mostly on the south side of the principle island, while olive trees grow in and around the village, and grapes grow between some of the structures in the village, including over the spectator stands on the oval. The villagers grow other fruits and vegetables in small gardens throughout the village, albeit in quantities insignificant for trade.

Among the species of marine flora the villagers farm, species of seaweed are most common, and the seaweed farm in a cove on the southwestern side of the principle island is a landmark in itself. The villagers also farm chickens, goats, and pigs, and they fish and forage for various species of marine fauna. While the chickens and goats roam freely, the pigs are kept in a large sty just north of the village (see "House: The Sideris family" in this part). The villagers forage and fish for marine fauna from anywhere, including from jetties and boats.

Fresh water for agriculture and drinking comes

mostly from rain, the streams coming off the volcano, and salt water purified by the High Priestesses.

The natural pool

In a cove on the north side of the island, the waves crash over the reef into a natural pool, into which descends a wooden stair.

During the first day of the Oracle Games, Adonis Katopodis swims naked in the pool, beckoning the characters to join him in the cold water. Adonis is an old human villager with hairs clinging to his head like broken spiderwebs. Adonis and his family farm the sitira fields mostly on their own, and Adonis rarely gets time away from this work, so he's enjoying himself by swimming and drinking homemade ouzo straight from the bottle. Adonis speaks with a booming voice, and he doesn't understand the meaning of "personal space." As detailed in "The Oracle: Penelope Katopodis" in part 4, the current Oracle is Adonis's sister. While Adonis is in the pool, a character can make a DC 10 Wisdom (Perception) check to inspect him. On a successful check, they notice that the water must indeed be cold.

On the second day of the Oracle Games, a group of guests swim naked in the pool, having seen Adonis do so the day before.

The volcano

The greatest elevation on Aegis Isle is a dead volcano on the principal island. It's part of a chain of volcanoes and mountains which have mostly sunk into the sea. As the volcano is essential to part 4, it's detailed throughout part 4.

The Greater Temple

Inside the open crater of the volcano are the external aspects of a temple which continues deeper into the volcano — this is the Greater Temple of the Oracle, and it encompasses all of the chambers and ways beyond the archway at the top of the stair behind the Lesser Temple (i.e. everything in the crater of the volcano and inside the volcano is the Greater Temple). The villagers often refer to the volcano as the Greater Temple, and as the Greater Temple is essential to part 4, it's detailed throughout part 4.

The Lesser Temple

At the base of the volcano stands a smaller temple, and out from its back door and up the volcano's waist ascends a stone stair. The stair's top landing disappears through an archway and into the Greater Temple, and this smaller temple and the stair are collectively the Lesser Temple of the Oracle.

If the characters approach the Lesser Temple, read the following:

Ahead stands a temple born of the same white stone as most the structures in the village, though its interior chamber is surrounded by columns upon which its tiled roof rests. The same eye symbol carved into the archway through which you entered the village is on the lintels of this temple's front door.

Four spear-wielding guards, adorned in gray and red tabards unbefitting to the island, stand watch around the temple, and before them is a massive centaur, head veiled in a brazen helm, and a nasty polearm crossing both his chests. The centaur's lungs rattle audibly as he draws in a tremendous breath.

Up to quest event 2 (see "Quest event 2" in this part), **Chiron** stands guard outside the Lesser Temple with four **guards**, while **High Priestess Cassandra** and the proffered Oracle, Daphne Panogis, are inside. Cassandra ordered Chiron to let only Julian Katopodis, the master of ceremonies, disturb her, and Chiron obeys this without rest. As it's unlikely the characters will interact Cassandra or Daphne here, more information about them can be found in "High Priestess Cassandra" and "The proffered Oracle: Daphne Panogis" in part 4.

The High Priestesses often convene in the Lesser Temple, rather than climbing two sets of stairs to the Higher Chamber of the Greater Temple, but the villagers also use the Lesser Temple as a place to make offerings to the Nameless God, such as sitira, fish, wine, goat, and pig. There is a large wooden table inside the temple, and the walls are lined with shelves and art. Encompassing the entire ceiling is a mural of three High Priestesses standing with the volcano behind them, its crater lit up like the sun; several villagers place offerings at their feet.

A character can make a DC 10 Intelligence (History) check to recall a brief history of the Lesser Temple. On a successful check, they recall that all but the stair of the Lesser Temple was built after the Greater Temple. If they're inside the Lesser Temple and can see the mural, they also recall that the villagers used to climb the volcano to the Greater Temple to make offerings to the Nameless God, so the High Priestesses had them build the Lesser Temple. If they succeeded with a result of 12 or higher, they also recall that the construction of the Lesser Temple marked a spike in the High Priestesses' power, and there were one or two instances in which small groups of villagers rebelled unsuccessfully against High Priestesses, who used their magic to crush them.

Inside the Lesser Temple, a character can make a Wisdom (Perception) check to find the items in the

following table. If they succeed on one of the checks in the table, they find just one of the items listed for that DC, and they also succeed on the checks with a lower DC.

DC	Item
10	<ul style="list-style-type: none">■ Four silver candle holders worth 5 gp each■ Two blocks of incense■ A unopen bottle of Katopodis ouzo
15	<ul style="list-style-type: none">■ A ceramic bowl containing 25 gp■ A gold symbol of the Oracle pendant on a gold necklace, worth 30 gp■ A gaming set
20	<ul style="list-style-type: none">■ An ornate lyre worth 100 gp■ An <i>elixir of the Priestess</i> (see "Miscellany" in part 3)■ A <i>water breathing spell scroll</i>

Chiron

Chiron is an old centaur who wears a bronze helm and wields a round shield and a pike. The face hidden under his helm is furrowed and scarred, and his hair is shorn and white. Chiron is old, and his senses are dull, but he's still a powerful warrior. Of the High Priestesses, Chiron is most loyal to High Priestess Cassandra and will obey her orders to the death. Chiron rarely speaks, and he does not negotiate.

Chiron once lived in a tribe of his own kind in a different land, but his tribe was attacked by slavers, and he was taken away on a ship. The ship crashed into a reef far from Chiron's former home, and he swam two days and two nights before washing up half dead on the shore of Aegis Isle. High Priestess Cassandra saved him, and in return, Chiron offered his service to her, remaining on the island.

Sidequests

Pursuing any of the following five sidequests will lead the characters to areas beyond Merchants' Bay, Merchants' Shanty, and the village. You may also want to implement sidequests of your own.

Harpies

Three **harpies** nest on the northwest edge of the island, and if the characters are searching in approximately the right area, they can find the harpies with a successful *DC 10 justified check* (if they fail their first check, you may allow them to make another). When the characters find the harpies, the harpies are feeding on a whale carcass floating 30 feet off the coast.

The harpies attack any creature they see and think they can defeat, using their Luring Song actions to lure their targets off the cliffs before moving closer and using their Multiattack attack actions. If the

harpies think they can't defeat their targets after combat has started, they try to flee.

A character can make a *DC 10 justified check* to find the harpies' nest. On a successful check, they find the nest in a small cave in the cliffs nearby. The cave is littered with bones, but a rusty scimitar stands like a grave marker upon the skeletal remains of a male humanoid, likely human or elven, and among his bones a leather sack containing 10 sp, a set of thieves' tools, and a tiny scroll case. Inside the scroll case is a piece of rolled parchment, upon one side of which there is a detailed diagram of the west face of Aegis Isle's volcano. The diagram details the location of the hidden door to the Lower Chamber, as detailed in "The west tunnel" in part 4, and the characters can use the diagram to find the door without an ability check. Tangled through the bones is also a silver chain, and on the chain is heart-shaped locket; these are together worth 10 gp, and the locket contains a tiny but detailed painting of a female dwarf with a red beard.

Scaling the harpies

- Total level of 8 or lower: decrease the number of **harpies** to two
- Total level of 9 to 12: as written
- Total level of 13 to 16: increase the number of harpies to four
- Total level of 17 or higher: increase the number of harpies to five

Colossal octopus

A **colossal octopus** guards a treasure and a secret stair just off the southwest coast of the island, northwest of the seaweed farm. If the characters are searching in approximately the right area and succeed on a *DC 10 Wisdom (Perception) check*, they see several seabirds picking at the tip of a giant tentacle rotting in a shallow rockpool about 30 feet off the coast (if they fail their first check, you may allow them to make another).

The colossal octopus is in a deeper rockpool nearby, and it attacks the characters if they descend the cliffs to inspect the rotting tentacle; if the characters do nothing to prepare for an encounter, they're surprised. The octopus uses its Tentacles attack action to grapple a creature, after which it reverses 5 feet into an underwater tunnel in the back wall of its rockpool, bringing the creature with it and trying to drown it (the octopus can't reverse any farther while grappling a creature). While grappling a creature, the octopus squeezes it, and if the creature has lungs and breathes air, it must make a *DC 10 Constitution saving throw*. On a failed save, the

octopus squeezes out the creature's breath, and the creature starts drowning (suffocating). While the octopus in the tunnel, all attack rolls made against it have disadvantage, and if a creature rolls a 1 while making an attack roll against the octopus, their attack hits any creature grappled by the octopus. If the octopus thinks it can't defeat a creature after combat has started, it releases any grappled creature and flees to the far end of the tunnel. The octopus lost the tip of its tentacle in an encounter with a shark, whose remains rest at the bottom of the tunnel.

If they haven't already seen the octopus reverse into the tunnel, a character can make a DC 10 Wisdom (Perception) check to inspect the rockpool from which the octopus attacked. On a successful check, they notice the tunnel, which, after 30 feet underwater, veers upward and opens to a small pool in rock chamber somewhere inside the island. Inside the chamber is an unlocked iron chest containing 20 gp, a ruby worth 50 gp, an emerald worth 50 gp, and an *octopus pendant* on a chain, and at the far side of the chamber is a stone door. The door is enchanted, and carved into it is a depiction of a hydra, a debossed symbol of the Oracle (two inches in diameter), and the following words, albeit in Elvish:

For all that swims, swift exit from the Greater Temple of the Oracle.

Behind the door is the same stair detailed in "The hydra-statue fountain" in part 4, and the door can only be opened from the inside (the side of the stair) or with the magic key the characters can find in the Tower of Hephaestus sidequest (see "The silver cylinder" in this part).

The octopus pendant

A creature wearing the *octopus pendant* grows two octopus-like siphons somewhere on its body, allowing it to use a giant/colossal octopus's Ink Cloud action once per day. If the creature removes the pendant, the siphons die and fall off, and the creature takes 1d6 necrotic damage.

Scaling the colossal octopus

- Total level of 8 or lower: decrease the *colossal octopus's* Dexterity by 2, reducing its AC by 1, and decrease its hp by 11 (2d10)
- Total level of 9 to 12: as written
- Total level of 13 to 16: as written
- Total level of 17 or higher: increase the colossal octopus's hp by 11 (2d10)

Shipwreck

There is a shipwreck 60 feet off the northeast coast, and if they're looking in approximately the right area, the characters can find it with a successful DC 10 Wisdom (Perception) check (if they fail their first check, you may allow them to make another). While only the ship's mast breaches the surface, the ship is large, and ropes and nets snake around inside its hull. Despite what many say, the shipwreck isn't cursed, but it *is* dangerous.

The bulk of the ship is 20 feet below the surface, and a character can swim down and into the ship's hull, but they must make a DC 10 Dexterity or Wisdom saving throw as they enter it. On a failed save, they become tangled in the ropes and nets and must spend 30 seconds to untangle themselves. When a character tries to exit the hull, they must make a DC 10 Wisdom saving throw. On a failed save, they panic, become lost, and must spend 30 seconds to find their way out. After a character has succeeded on one of these saving throws, they don't need to make that saving throw again. While swimming down to the ship, a character may notice the name "Pequod" painted onto its side.

In the ship's hull, a character can make a Wisdom (Perception) check to find the features and items in the following table. If they succeed on one of the checks in the table, they also succeed on the checks with a lower DC. Each item takes time to collect, adding to how long a character spends underwater; it's recommended you warn the players about this rule.

DC	Feature or item	Time to collect
0	A large barnacle-sealed chest	30 seconds, to open the barnacle-sealed lid
5	20 gp and 10 sp, scattered throughout the hull	1 second for each gold or silver piece
10	A gold compass worth 75 gp, behind a cluster of ropes and nets	15 seconds, to work it out of the ropes and nets
15	A silvered +1 <i>scimitar</i> with a sapphire-encrusted hilt, stuck between two planks	15 seconds, to work it out of the planks
20	A small barnacle-sealed chest containing a 10 pp and a brass <i>flask of rum</i> that never runs out	30 seconds, to open the barnacle-sealed lid

The large barnacle-sealed chest

The large barnacle-sealed chest is a **mimic**, and it attacks any creature that touches it. If the creature didn't know the chest was a mimic, the creature is surprised, and after any creature that has lungs and

breathes air takes damage from one of the mimic's attacks, they must make a DC 10 Constitution saving throw. On a failed save, they panic, force out their breath, and start to drown (suffocate). A silver necklace is stuck in the mimic's teeth; it belonged to the merchant Billy Coraltoe's brother, Tommy Coraltoe, who the mimic ate.

The Tower of Hephaestus

The second largest island is a short distance south of the volcano on the principal island of Aegis Isle, and a creature can make a DC 12 Strength (Athletics) check to swim across the channel between the islands. On a failed check, they fail to swim across, drifting 100 feet southeast (if they fail their first check, you may allow a character to try once more).

A character can make a DC 10 Intelligence (History) check to recall a brief history of this lesser island. On a successful check, they recall that the island was abandoned after two children were killed by a noxious volcanic vent — all except for the master blacksmith Hephaestus, who refused to leave his forge, supposedly having succumbed to madness while trying to forge the "perfect spear."

Traversing the island, a creature succeeding on a DC 12 Wisdom (Perception) or Wisdom (Survival) check notices and avoids the noxious volcanic vents; if they fail the check, they pass over at least one vent at some point and must make a DC 14 Constitution saving throw. On a failed save, they are poisoned for 3 hours and must make a DC 10 Constitution saving throw every time they try to move more than 5 feet. On a failed save, they move in the opposite direction for the distance they intended to move, after which they fall prone. Before moving into damaging terrain, a poisoned creature can make a DC 10 Constitution saving throw to stop. On a failed save, they move into the damaging terrain. A moderate or stronger wind can temporarily disperse a noxious vent, and the gas isn't flammable.

Other than its noxious vents, the island's only significant feature is the Tower of Hephaestus.

If the characters approach the Tower of Hephaestus, read the following:

You behold a great column-shaped cavity in the outcrop before you. It would be a complete tube, if the front hadn't been filed away by the wind to create a thirty-foot slit. A tower stands equally tall inside the cavity. It is the bigger sibling of the houses back in the village, wearing a naked white scalp where its kin wore tiles and vines, and instead of a front door, there is merely an open way.

If the characters enter the Tower of Hephaestus, read the following:

Sand, seeds, and withered foliage fan into this circular room, but the room itself bears few scars. While absent of furnishings, it appears once to have been an open floor kitchen and living room, encompassing the entire storey. Up the tower creeps a stair, seamless with the wall, and in an alcove under the stair is a wooden door, slightly ajar and leading to a yard.

On the bottom storey, a character can make a Wisdom (Perception) check to find the features or items in the following table. If they succeed on one of the checks in the table, they also succeed on the checks with a lower DC.

DC	Feature or item
0	Evidence of children playing in the building, including names carved into the stone, wooden weapons and toys, and the remnants of a fire
15	A gold symbol of the Oracle pendant on a gold necklace, worth 30 gp
20	A loose stone concealing a compartment containing 30 gp and two <i>create bonfire</i> spell scrolls

There is a ruined forge in the small yard behind the tower; its roof has fallen in, but the mouth of a furnace is visible through the rubble. A grapevine-patterned tea table stands between the back door of the tower and the forge, but sand covers most of the tiled space. Two **flying swords**, made of bronze, lie atop the rubble in the ruined forge; they attack anyone doesn't carry the blood of Aegis Isle in their veins (anyone who isn't descended from a villager of Aegis Isle; considering adventure hook 1, this may not include a character with relatives on the island).

In the forge, a character can make a Wisdom (Perception) check to find the features or items in the following table. If they succeed on one of the checks in the table, they also succeed on the checks with a lower DC.

DC	Feature or item
5	Smith's tools
15	A mithril smith's hammer worth 75 gp
20	A long trapdoor under the rubble containing a bronze +2 <i>spear</i>

If the characters ascend to the top storey, read the following:

The stair ascends to a room of similar dimensions as the first, though here the ceiling is not bare and flat but concave and home to a mosaic. The mosaic, made of thousands of ceramic and glass pieces, depicts some tentacled leviathan rising from a wine-dark sea to swallow an island and an equally titanic human, who presses the leviathan under the waves with a spear. The man's face hides in a gleaming helm, but the rest of him stands bare. Under the mosaic rots what may have been a bookshelf, and through the two arched windows in this room flies a breeze, making an eddy of the sand spread over the floor. Over each window, a bronze sword rests in a bracket.

The two bronze swords over the windows are **flying swords**, and they attack anyone doesn't carry the blood of Aegis Isle in their veins.

A character can make a DC 10 Intelligence (History) check to recall the legend depicted in the mosaic. On a successful check, they recall a legend about a tentacled monster that came out of ocean canyons to swallow islands, and a sleeping god. The people living on the sleeping god's island knew the monster would be upon them soon, so their fairest daughter woke the god and begged it to fight the monster. The god agreed, taking the daughter as payment. It then took the form of a giant man, conjured a shield and a bronze spear, and sundered the monster's skull. From that day on, the god vowed to be the shield of the island in exchange for fair daughters, deeming the island the "Isle Under the Aegis."

On the top storey of the tower, a character can make a Wisdom (Perception) check to find the features and items in the following table. If they succeed on one of the checks in the table, they also succeed on the checks with a lower DC.

DC	Feature or item
0	Evidence of children playing in the building, including names carved into the stone, wooden weapons and toys, and the remnants of a fire
5	A rotten book with the symbol of the Oracle on its cover
15	A loose stone concealing a compartment containing humming <i>silver cylinder</i> (two inches in diameter)

The rotten book

A character can make a DC 10 Intelligence check to read the rotten book with the symbol of the Oracle on its cover. On a successful check, they can discern the majority of two different paragraphs, each on a different page.

The first paragraph reads:

An obeisance once come morn and once come night is beyond the reach of not even the lame. For the life [...] and harvest plentiful, this sacrifice is trivial.

The second paragraph reads:

To be the ears and mouth one need only be born female and Under the Aegis. Race is of no great importance, though elven and human blood has proved the stronger. [...] willing or unwilling [...] All that is needed is the blessing of the mother or father.

The silver cylinder

The humming *silver cylinder* is a type of magic key, but only a creature succeeding on a DC 10 Intelligence (Arcana) check recognizes this. A creature succeeding on that check also knows to expose the key to fire to reveal its notched face. When exposed to fire, the silver on one face of the cylinder erodes like sand, forming an embossed symbol of the Oracle; it can't be concealed again.

Tracking the ailouros

As detailed in "The ailouros" in this part, capturing or killing the **ailouros** is a competition of the Oracle Games, but it also leads to a sidequest. It's recommended you tell the players the rules for tracking the ailouros before they try to.

To track the ailouros, the characters must succeed on three *DC 10 justified checks*, with each successful check revealing a clue about its location. Each character may only make a check for each skill once (e.g. after making a Wisdom (Survival) check, a character can't make another one). Failing three checks, the characters lose the track permanently. Succeeding on three checks, the characters track the ailouros to the sitira field on the south side of the island, finding it cornered against a stone outcrop by five dreadlocked human **scouts**, each carrying a net.

The scouts want to return the ailouros to its cage alive, after which they intend to take it off Aegis Isle and set it free. They attack anyone who opposes them, but they would prefer to cooperate with the characters, especially if they believe the characters don't intend to harm the ailouros. If the characters cooperate and allow the scouts to take the ailouros, the scouts try to befriend the characters, asking them to join them on their ship to smoke some herbs. If the characters accept, the scouts reveal that they are animal rights activists, and they may also offer the characters free passage to wherever they want to go after the Oracle Games.

If the characters and scouts engage in combat, the ailouros takes the opportunity to try to flee. To track the ailouros after this first encounter, the characters must succeed on three more *DC 10 justified checks*, and their failed checks from their initial tracking effort still count towards their failures now. If they fail to track the ailouros this time, another guest (not the scouts) later returns it to its cage, dead.

Scaling the scouts

- Total level of 8 or lower: decrease the number of **scouts** to four
- Total level of 9 to 12: as written
- Total level of 13 to 16: increase the number of scouts to six
- Total level of 17 or higher: increase the number of scouts to seven

The village

This section pertains to the village of Aegis Isle, in and around which the Oracle Games are taking place; refer to it for information on the villagers and the structures in the village.

The houses in the village are of similar design, of white stone and blue tiles, and while they're all single-storey, they have lofts. Internally, they each have three small bedrooms, a shared living space, in which there is a kitchen, and a bathroom. The stair to the loft ascends from the living space.

In any of the houses, a character can make a Wisdom (Perception) check to find the items in the following table. If they succeed on one of the checks in the table, they find just one of the items listed for that DC, and they also succeed on the checks with a lower DC.

DC	Item
10	<ul style="list-style-type: none">■ 5 gp■ Three jars of olives■ A bronze symbol of the Oracle pendant on a bronze necklace, worth 5 gp
15	<ul style="list-style-type: none">■ 10 gp■ A bronze shield■ A bronze shortsword
20	<ul style="list-style-type: none">■ 20 gp■ Four silver candle holders worth 5 gp each■ A gold symbol of the Oracle pendant on a gold necklace, worth 30 gp

Villagers

The villagers are human, half-elven, and elven, and they've resided on Aegis Isle for longer than their recorded histories tell. Their entire society is founded on the religion of the Nameless God and the Oracle, but their histories detail nothing of the god's name. The villagers don't question their religion, for as long as they offer Oracles to the Nameless God, they prosper. Aegis Isle has always been a small society, and the villagers overcome inbreeding by breeding with human, half-elven, and elven foreigners.

Neither the Nameless God nor the Oracle make decisions for the villagers, so authority falls to the High Priestesses, who tend to the Oracle,

communicate the Oracle's divinations, and maintain the Lesser and Greater Temples. There are only ever three High Priestesses at once, and they usually share equal power. Generally, the villagers don't question the High Priestesses, as they believe the High Priestesses speak for the Oracle, who speaks in turn for the Nameless God. The High Priestesses channel the magic of the Nameless God, and this is how they're able to cast spells and protect Aegis Isle.

While agriculture and aquaculture helps sustain Aegis Isle, the villagers import most of their supplies, and they procure imports with the money they make charging foreigners to have something divined by the Oracle (this usually costs between 250 and 500 gp) and from selling and exporting goods such as sitira-based products, olive-based products, grape-based products, seaweed-based products, fish-based products, and jewelry. The High Priestesses sell potions and other herbal and alchemical products on occasion too. The village operates like a commune, and most villagers are capable of performing most the tasks necessary to keep Aegis Isle afloat.

Unless it's otherwise specified, the villagers wear white and blue robes or tunics and pants during the Oracle Games.

From the villagers, the characters can gain the information in the following list; information relating to the **conspiracy** is signified with **[C]**, and sidequest leads are signified with **[SQ]**. The characters may simply overhear the villagers discussing any of these items.

- **[C]** Barnabus Panogis, High Priestess Cassandra's husband, fled the island two days before the Oracle Games on a merchant ship. No one thought Barnabus Panogis was the sort of man to abandon his family, and the current Oracle, in her old age, didn't divine it.
- **[C]** Leon Sideris claims to have seen Barnabus Panogis somewhere on the island *after* Barnabus was believed to have fled, but High Priestess Cassandra investigated it, and she attributes what Leon saw to a "trick of the mind."
- **[C]** The proffered Oracle, Daphne Panogis, has been in the Lesser Temple with her mother, High Priestess Cassandra, since the night before the Oracle Games. This is strange, as the proffered Oracle usually spends her last days in the village with her family and friends.
- **[C]** Daphne Panogis has been despondent since she was chosen as the proffered Oracle, but this is likely because she believes she isn't worthy of the honor.
- **[C]** High Priestesses Zoe and Maya have been in

the Greater Temple since the start of the Oracle Games, likely tending to the current Oracle, Penelope Katopodis.

- **[C]** High Priestesses Cassandra and Zoe had a heated argument the night before the Oracle Games, but no one knows what it was about.
- **[SQ]** Harpies nest on the cliffs on the northwest edge of the island, and the villagers offer a 20 gp reward per harpy head.
- **[SQ]** Riddled with noxious volcanic vents, Aegis Isle's second largest island was abandoned long ago.
- Ophelia Masalis is upset she was not chosen as the proffered Oracle.
- Chiron is old, and his senses weren't what they used to be, but he's still a fierce centaur warrior.
- There can be no divinations during the Oracle Games, as the current Oracle is too old, and the High Priestesses themselves will ask the first divination of the new Oracle. Divinations usually costs between 250 and 500 gp.
- Rastus Masalis and Proteus Sideris intend to take part in most of the competitions; they've been training for some time.
- *During the first day only:* Adonis Katopodis is floundering in the natural pool by himself, drinking his own ouzo.

The villagers and the families to which they belong are detailed in the following four sections, organized under their houses and family names. These sections also include information on what each villager is doing during the Oracle Games and where more information about them can be found. The villagers detailed in this document are only those important to the adventure; there are between four and eight other families on Aegis Isle.

House: The Panogis family

The Panogis family's house can be identified by a stone statue of a nondescript Oracle on either side of the front door. Additionally to the items which can be found in any house, a character succeeding on a DC 10 Intelligence (Investigation) or Wisdom (Perception) check finds a pair of rusty iron keys in the Panogis family's house. The Panogis family was a family of three. Barnabus was married to Cassandra, and they had one child, Daphne, but now Barnabus is dead, murdered by his wife.

Barnabus Panogis was an old male human villager with a broom-bristle moustache and solemn eyes, but now he is a **ghost**. He lingers on the southeast side of the island during the Oracle Games, and more information about Barnabus can be found in "The

ghost" in part 4.

Kassandra Panogis (**High Priestess Cassandra**) is a tall adult female elf villager and a High Priestess. She moves with poise, and her ears jut out like daggers from her silken black hair. Before quest event 2 (see "Quest event 2" in this part), Cassandra is in the Lesser Temple with the proffered Oracle, Daphne Panogis, and after quest 2, Cassandra is either preparing or performing the transference ritual in the Greater Temple; more information about her can be found in "High Priestess Cassandra" in part 4.

Daphne Panogis is an adolescent female half-elf villager and the proffered Oracle, and her hair looks like bleached rope. Before quest event 2, Daphne is sedated in the Lesser Temple, and after quest event 2, she is either being prepared for or subjected to the transference ritual in the Greater Temple; more information about her can be found in "The proffered Oracle: Daphne Panogis" in part 4.

House: The Masalis family

The Masalis family's house can be identified by a pile of timbers, bricks, and tiles rested against it. The Masalis family is a family of three. Rastus is married to Maya, and they have one child, Ophelia.

Rastus Masalis is a middle age male human villager (**athlete**) with a jaw like a clenched fist and arms thicker than most men's legs. Rastus participates in most competitions during the Oracle Games, and more information about him can be found in "Rastus and Proteus" in this part.

Maya Masalis is a middle age female human villager and a **High Priestess**, and a portly one at that. Maya is a little overzealous when it comes to the Nameless God, attributing everything to the "will of the Nameless God" and often muttering prayers under her breath. Before quest event 2 (see "Quest event 2" in this part), Maya is guarding the altar room in the Greater Temple with High Priestess Zoe, and after quest event 2, she's either preparing or performing the transference ritual in the Greater Temple; more information about her can be found in "High Priestess Maya" in part 4.

Ophelia Masalis is an adolescent female human villager who wears robes like those of the High Priestesses and tames her chestnut hair in double buns. She wanted more than anything to be the next Oracle. Ophelia sell clothes and jewelry during the Oracle Games, and more information about her can be found in "Clothes and jewelry" in this part.

House: The Sideris family

The Sideris family's house is a short distance north from the rest of the village, next to a pig sty almost fully enclosed by a circle of stone outcrops. The Sideris family is a family of five. Urion is married to Europa, and they have three children, Proteus, Hecate, and Leon. The family contribute to the village mostly by tending to the pigs.

Urion Sideris is a middle age male half-elf villager with a long nose and overgrown ears, and when he isn't working, he's buried in a book. Urion sells miscellaneous items during the Oracle Games, and more information about him can be found in "Miscellany" in this part.

Europa Sideris is a middle age female human villager. Despite being an attractive woman, Europa is modest, and she has a warm disposition. She sells food during the Oracle Games, and more information about Europa can be found in "Food" in this part.

Proteus Sideris is a young male human villager (*athlete*) who tames his bronze ringlets in a bun. He's highly competitive and gets angry when he loses. Proteus participates in most competitions during the Oracle Games, and more information about him can be found in "Rastus and Proteus" in this part.

Hecate Sideris is a beautiful young female human villager with an aptitude for dance and music, and an eagerness to learn of life beyond — and perhaps one day leave — Aegis Isle. She dances and plays various instruments in the New Agora during the Oracle Games, and more information about her can be found in "The New Agora" in this part.

Leon Sideris is a preadolescent male half-elf villager with thin eyes and onyx hair who prefers his own company. During the Oracle Games, he lingers just outside his house, playing mindlessly with rocks, sticks, and insects, and he doesn't want anything to do with the event.

If the characters ask Leon about seeing Barnabus Panogis, read the following:

The boy allows an ant to crawl up his hand, watching it like a god might watch its creation. "I just want to be alone. You'll tell me that my mind was playing tricks on me too."

If the characters ask Leon where he saw Barnabus, read the following:

The boy squeezes his eyelids shut. "On the southeast cliffs. I won't go back. He was see-through. I think I know what he was."

Leon saw Barnabus's ghost, and he knows it.

House: The Katopodis family

The Katopodis family's house is a short distance south from the rest of the village, standing in a sitira field. Additionally to the items which can be found in any house in the village, there are several copper alembic stills set up in Katopodis family's house, and dozens of full bottles of Katopodis ouzo line each of its dozen shelves. The Katopodis family is a family of four. Adonis is married to Zoe, and they have two sons, Julian and Nicos. The family contribute to the village mostly by farming sitira and making ouzo.

Adonis Katopodis is an old human villager with hairs clinging to his head like broken spiderwebs and no comprehension of "personal space." He swims in the natural pool during the first day of the Oracle Games, and more information about him can be found in "The natural pool" in this part. On the second day, Adonis gets wasted in the village.

Zoe Katopodis is a female half-elf villager and a **High Priestess**, and she manages imports and exports on Aegis Isle. Her brassy hair is streaked with grey, and her wide, kind eyes reflect her empathetic nature. Before quest event 2 (see "Quest event 2" in this part), Zoe is guarding the altar room in the Greater Temple with High Priestess Maya, and after quest event 2, she's either preparing or performing the transference ritual in the Greater Temple; more information about her can be found in "High Priestess Zoe" in part 4.

Julian Katopodis is a young male half-elf villager with flashing teeth, brassy hair, and pronounced oratory skills. He is the master of ceremonies for this Oracle Games, and more information about him can be found in "Master of ceremonies" in this part.

Nicos Katopodis is a sun-bronzed adolescent male half-elf villager with shoulder length hair and a passion for sailing and fishing. Nicos sells wine and Katopodis ouzo during the Oracle Games, and more information about him can be found in "Wine and Katopodis ouzo" in this part.

The New Agora

The New Agora is a tiled, columned public space greater in all dimensions than the Old Agora. It was built long ago, and the villagers use it as a place to hold meetings, musical and theatrical performances, and dance, among other things. The New Agora is used solely for musical performances during the Oracle Games, but many dance in and around the structure. The musicians play string instruments, such as lyres and harps; wind instruments, such as flutes and trumpets; and percussion instruments, such as

drums and tambourines. Some of the musicians are villagers, but most were hired for the Oracle Games.

Hecate Sideris, a young female human villager with the stature of a goddess and eyes as luring as a siren's cry, weaves through the columns of the agora, dancing, playing various instruments, and encouraging foreigners to join her. She is euphoric, as she rarely gets to have as much fun as this, and she asks everyone who dances with her about the world beyond Aegis Isle. Hecate refuses to work in her family's pig sty, and she doesn't want to talk about her family, lest the conversation spoils her mood.

A character can make a DC 10 Intelligence (History) check to recall a brief history of the New Agora. On a successful check, they recall that the New Agora is a relatively new structure, erected around the same time as the lighthouse. They also recall a legend about how the Nameless God once took the form of a man and visited the New Agora, where, for one night, he reveled in the affairs of mortals, feasting on goat, drinking good wine, and dancing.

Water tanks

The villagers source much of their drinking water from rain, catching it in stone water tanks throughout the village.

The Oracle Games

This section pertains to the Oracle Games, which are taking place in and around the village. Refer to this section for information on the important quest events which occur during the Oracle Games, the guests of Aegis Isle, and the stalls and competitions of the Oracle Games.

Other than the stalls and competitions, music is played throughout the event from the New Agora, around which many people dance, and others contribute to the festivities in a multitude of ways — juggling, hula hooping, sword swallowing, face painting, gambling (see "Gambling" in this part). Acrobats perform daring feats, and storytellers weave tales of heroism and romance. Comedians bring the crowd to hysterics, and poets bring them to tears. Ventriloquism, puppet, and magic shows are plenty, as are children's games and sports. Braziers and torches burn throughout the village night and day, and chickens, goats, and pigs roam freely. People drink too much, starting fights, vomiting, and passing out under trees.

Master of ceremonies

Julian Katopodis is a young male half-elf villager with flashing teeth and a top-heavy head of brassy hair.

Julian has exceptional oratory skills, and the High Priestesses made him the master of ceremonies for this Oracle Games. As the master of ceremonies, Julian wears a gold sash over his robes and carries a bronze horn, which he blows to draw attention to himself before making announcements. Julian spends most of the Oracle Games announcing and organizing competitions and otherwise facilitating the event.

Quest events

Quest events are important events which occur in specific windows of time during the Oracle Games, even if the characters aren't there to witness them, and they relate directly to the **conspiracy**.

Quest event 1: An announcement

Window of time: any time before midday on the first day.

Word of the corpse in the hospital shack reached Julian Katopodis, who informed High Priestess Cassandra, and Cassandra ordered Julian to make an announcement about it, telling him the Oracle divined this very occurrence several days ago and that the corpse is that of mutineer thrown off a whaling ship. Quest event 1 is Julian's announcement, in which he relays what Cassandra told him, assuring everyone it's no cause for concern; after this, the Oracle Games recommence as usual.

Quest event 2: The proffered Oracle ascends

Window of time: half an hour before the sun sets on the second day.

Julian Katopodis announces that the proffered Oracle will soon exit the Lower Temple, ascend the stair, and enter the Greater Temple, where the High Priestesses will prepare the transference ritual. All the villagers stop what they're doing and gather between the New Agora and the Lesser Temple; most the guests follow them, but not all the guards do.

When you're ready, read the following:

An aggregate of body odor and alcoholic fumes, the denizens and guests of Aegis Isle muster between the agora and the temple at the base of the volcano. Then even the music ceases, and out from the back of the temple and onto the stair strides the centaur, with a humanoid girl fastened to his horse back with rope as white as her hair. Some steps down from the centaur ascends a tall female elf in trailing blue robes.

The villagers begin to chant, "So we might hear. So we might see. So over us rests the aegis," and the crowd slowly joins them: "So we might hear. So we might see. So over us rests the aegis." And it continues and thus while the centaur, the girl, and the robed elf make their way up the face of the dead volcano.

The centaur is **Chiron**, the girl tied to Chiron is the proffered Oracle, Daphne Panogis, and the elf is **High Priestess Cassandra**. A character can make a DC 10 Wisdom (Perception) to inspect Daphne. On a successful check, they notice she's not only bound to the centaur with rope, but she's also unconscious and drooling over his back.

It takes Cassandra and Chiron (carrying Daphne) 5 minutes to ascend the stair and walk through the archway which leads into the Greater Temple, and 5 minutes to pass through the Lower Chamber, ascend the spiral stair from the Lower Chamber to the Higher Chamber, and carry Daphne to the altar in the Higher Chamber (Chiron ascends no higher than the Lower Chamber, and **High Priestesses** Zoe and Maya meet the group at the bottom of the spiral stair to help Cassandra carry Daphne the rest of the way up). The sun sets as they enter the Higher Chamber, and at the same time, the chanting ceases and the crowd begins to disperse. As the Greater Temple is essential to part 4, it's detailed throughout part 4.

Quest event 3: The transference ritual

Window of time: immediately after the proffered Oracle ascends to the Higher Chamber.

After the proffered Oracle, Daphne Panogis, is carried to the altar, **High Priestesses** Zoe and Maya prepare the transference ritual for 1 hour (this hour is a window of opportunity for the characters to free Daphne before the ritual begins). Once the Zoe and Maya have prepared the ritual, they join **High Priestess Cassandra** and the proffered Oracle begin immediately. As preparing or performing the transference ritual is essential to part 4, it's detailed throughout part 4. Once the ritual is complete, the High Priestesses release fireworks from the volcano's crater, and the villagers and guests celebrate the new Oracle; the High Priestesses then descend the volcano and join them.

Guests

The guests of Aegis Isle can be any humanoid race, and the characters may even meet with other adventuring parties. Most guests remain in and around the village during the Oracle Games, but they may return to Merchants' Bay and Merchants' Shanty at night to sleep or drink in the tavern; others set up tents and camp around the island.

From guests, the characters can gain the information in the following list; information relating to the **conspiracy** is signified with **[C]**, and sidequest leads are signified with **[SQ]**. The characters may simply overhear guests discussing any of these items.

- **[SQ]** There is an ancient tower on the smaller, noxious island south of the principle island, and it's rumored a great blacksmith once dwelled there.
- **[SQ]** The ailouros was released the night before the Oracle Games (see "The ailouros" in this part).
- The villagers Rastus Masalis and Proteus Sideris have been training for the Oracle Games for years, and they intend to participate in most of the competitions.
- The villagers sell goods and wares at exorbitant prices during the Oracle Games, but it helps them keep Aegis Isle afloat.
- The villagers chain criminals to the cliffs facing the sea and let their Nameless God decide their fate.
- To avoid inbreeding, the villagers sometimes ask foreigners to breed with them.

Stalls

Many stalls have been set up for the Oracle Games, and while this document details four, you may want to implement your own.

Food

Europa Sideris is a middle age female human villager. While an attractive woman, Europa cares little for looks and spends her days tending to the pigs or otherwise working. Her clothes are often covered in mud, but she wears clean robes during the Oracle Games, and she has a warm disposition. During the Oracle Games, Europa — aided by two halfling caterers she hired for the event — prepares and sells food, as detailed below.

Item	Price
Fresh sitira bread	5 cp
Dried seaweed strips	5 cp
Bunch of grapes	5 cp
Basket of grapes	1 sp
Bowl of olives	1 sp
Seaweed salad	1 sp
Salted goat, pork, or fish	1 sp
Seaweed-wrapped kebab	5 sp
Chicken, goat, pork, or fish kebab	5 sp
Grilled fish	5 sp
Block of goat cheese	1 gp
Jar of olives	1 gp
Bottle of olive oil	1 gp
Jar of stuffed grape leaves	1 gp

Wine and Katopodis ouzo

Nicos Katopodis is an adolescent male half-elf villager with sun-browened skin and brassy, shoulder-length hair. Unlike his brother — the master of ceremonies, Julian Katopodis — Nicos hates public speaking and prefers to work, sail, and fish, and he's frustrated he's unable to do any of that during the Oracle Games, especially on the second day, when his father is getting wasted in the village on his own stock. During the Oracle Games, Nicos sells wine, made by various villagers, and Katopodis ouzo, made by the Katopodis family, as detailed below.

Item	Price
Cask of goon	5 cp
Bottle of red or white wine	1 gp
Bottle of premium red or white wine	5 gp
Bottle of Katopodis ouzo	20 gp

Clothes and jewelry

Ophelia Masalis is an adolescent female human villager who wears robes like those of the High Priestesses. Ophelia tames her chestnut hair in a double bun and carries herself with utmost formality. Ophelia wanted more than anything else to be the next Oracle, and she now despises the proffered Oracle, Daphne Panogis, who was her closest friend and even told Ophelia she didn't want to be the Oracle; for this reason, she is impatient and irritable during the Oracle Games. During the event, Ophelia sells clothes and jewelry made by various villagers, as detailed below.

Item	Price
Seashell bracelet or anklet	5 cp
Seashell necklace	1 gp
Blue or white robes, tunic, or pants	5 gp
Bronze symbol of the Oracle on a bronze necklace	15 gp
Gold symbol of the Oracle pendant on a gold necklace	75 gp

Miscellany

Urion Sideris is a middle age male half-elf villager with a long nose and overgrown ears. Urion's greatest passion is literature, and he hears only half of what anyone says, as he's usually reading or thinking about reading, and when he speaks, he does so with a stutter. During the Oracle Games, Urion sells a miscellany of items made, found, or previously bought by various villagers, as detailed below.

Item	Quantity	Price
Net	2	1 gp
Bronze spear	2	20 gp
Navigator's Tools	2	25 gp
Bronze shield	1	30 gp
Bronze shortsword	1	35 gp
Potion of healing (see the BR)	5	50 gp
Elixir of the Priestess	3	75 gp
Climber's Kit	2	75 gp
Symbol of the Oracle tapestry	1	75 gp
Plain gold ring	1	75 gp
Gold scepter	1	200 gp

Elixir of the Priestess. Elixirs of the Priestess are potions made by the High Priestesses for personal use and sale. A creature consuming an *elixir of the Priestess* gains 1d4 2nd level spell slots and 1d4 1st level spell slots for 1 hour, after which they lose these temporary spell slots and gain one level of exhaustion for each potion they consumed.

The gold scepter. A creature wielding the *gold scepter* can cast *shatter* at a 3rd level spell slot without using any components or spells slots once per day. However, before they cast the spell, they must roll 1d6, and if they roll a 1, they must cast the spell on themselves. The scepter is also considered a *+1 club*.

Competitions

Many competitions have been set up for the Oracle Games, and while this document details sixteen in the following fourteen sections (after "Rastus and Proteus" and "Thad Powers"), you may want to implement your own. You may also want to combine competitions into multisport events such as triathlons or even turn them into team or free-for-all events.

If the outcome of a competition is a draw, the competitors who drew compete again or the entire competition begins anew. If a competitor is caught using magic in any competition but the ailouros, the elemental archery competition, and the talent show, they get disqualified and receive a public shaming, for which the spectators throws food scraps at them and chant, "Shame! Shame! Shame!" They're then banned from competing for the rest of the Oracle Games. If a competitor competes naked, they're awarded a roasted goat shank, a cup of premium red wine, and a bronze symbol of the Oracle on a bronze necklace just for participating (only once). It's recommended you tell the players the general competition rules and the rules of each specific competition before they

compete.

Many events take place on the oval in the village, and hundreds of spectators crowd the tiered spectator stands on the north and south sides of the oval, cheering, heckling, drinking, and fighting.

Rastus and Proteus

Rastus Masalis is a middle age male human villager (**athlete**) with a jaw like a clenched fist and arms thicker than most men's legs. While competitive, Rastus is neither a sore loser nor winner.

Proteus Sideris is a young male human villager (**athlete**) with bronzed ringlets tamed in a bun and the calluses of a man who has worked his whole life with his hands. Proteus has a huge ego, and he gets angry when he loses.

Both Rastus and Proteus have been training for the Oracle Games for years, and they participate in every competition except the ailouros, the elemental archery competition, and the talent show.

Thad Powers

If the characters aren't motivated to enter competitions, you may want to introduce Thad Powers (**athlete**), a male half-orc with a leather cap fitted backwards to his head. When you're ready, Thad approaches the characters with two other male half-orcs (**athletes**), introducing himself and acting like a total Thad. He taunts the characters, saying he could best any of them in any competition but the elemental archery competition, and if they don't challenge Thad, he'll follow them and taunt them until they do. If Thad loses a total of three competitions to any character (each loss can be to a different character), the half-orcs following Thad laugh at him, and he gives up.

Alternatively, you may want an NPC the characters have previously encountered to be their rival.

The ailouros

The ailouros is a special competition in which competitors may try to capture an **ailouros** — an exotic feline predator with blue fur, capable of teleporting — which was released on the island the night before the Oracle Games. A competitor returning the ailouros to its cage, which is made of iron and veiled in a thick black sheet, in the village alive wins a *ruby-studded collar*, which they may fasten to the ailouros, while a competitor returning it dead wins a *single-edged bronze dagger* and the dead ailouros. The rules on tracking the ailouros are detailed in the sidequest of that name.

Ruby-studded collar. When fastened to an ailouros by a creature, the *ruby-studded collar* grants that creature command of the ailouros. The ailouros

acts independently of the commanding creature, but it always obeys its commands. In combat, the ailouros acts on the commanding creature's turn.

Single-edged bronze dagger. The *single-edged bronze dagger* is a +1 dagger that deals an extra 1d8 piercing damage to beast and fey creatures.

Mud wrestling

The mud wrestling competition is a single-elimination tournament whose victor wins a gold-plated leather wrestling belt worth 75 gp. It takes place in a mud pit dug out of the oval in the village.

Two competitors must make Strength (Athletics) contests to wrestle, though before this, they must make a DC 12 Dexterity (Acrobatics) saving throw to avoid slipping and falling prone in the mud. On a failed save, a competitor slips and falls prone, and their opponent gains advantage on the Strength (Athletics) contest; if both competitors fall prone, neither gains advantage. The competitor who wins the Strength (Athletics) contest mounts their opponent, but they must then win a second Strength (Athletics) contest to maintain the mount for a 10-second countdown. If they're unable to maintain the mount, the competitors wrestle until they both come to a stand, and the process is repeated. A competitor maintaining a mount for the 10-second countdown achieves victory.

Pillar boxing

The pillar boxing competition is a single-elimination tournament whose victor wins a pair of *Gloves of Swimming and Climbing* (see the BR). It takes place northwest of the seaweed farm, on top of a slippery wooden pillar in the middle of a small inlet, where the villagers have trapped hundreds of poisonous jellyfish. Two villagers ferry two competitors to the pillar on a small boat, and the competitors can climb up the pillar from the boat without needing to make an ability check.

Two competitors must engage in unarmed combat to box, but they may only use punches, and using any other strike results in disqualification. After taking damage from their opponent while on the pillar, a competitor must make a DC 8 Strength (Athletics) or Dexterity (Acrobatics) saving throw. On a failed save, they fall from the pillar, landing in the water and taking 1d4 poison damage from the jellyfish. A competitor must make a DC 10 Strength (Athletics) check to climb back up the pillar (without the aid of the boat). On a successful check, they ascend, and the match resumes. On a failed check, they fall back into the water, take additional 1d4 poison damage, and lose the match, deemed too weak to continue. If a

competitor uses a class feature or feat to push back or knock prone their opponent, such as a monk's Open Hand Technique, it overrules the DC 8 Strength (Athletics) or Dexterity (Acrobatics) saving throw. Combat is paused while a competitor tries to climb back up the pillar, and their opponent can't attack them while they're climbing, lest they face disqualification. A competitor achieves victory when their opponent falls unconscious. If a competitor falls unconscious in the jellyfish-infested water, the two villagers on the boat rescue them before they die.

Flaming foot race

The flaming foot race competition is a single event in which everyone competes at once. The victor wins a pair of *Boots of Striding and Springing* (see the BR), and the competition takes place on the oval in the village, on a racetrack of hot coals. When the volcano was still active, the villagers used to use fiery volcanic rocks instead of coals.

Once barefoot, each competitor must make a Strength (Athletics) check to start sprinting. After this, they must make a DC 12 Constitution saving throw to endure the coals. On a successful save, they endure the coals and continue the race, making a second Strength (Athletics) check to continue sprinting. After this, they must make a second DC 12 Constitution saving throw to endure the coals a second time. On a successful save, they endure the coals and continue the race, making a third Strength (Athletics) check to sprint the last length of the racetrack. Failing either saving throw, they're unable to endure the coals, and they take 1d4 fire damage before diving off the racetrack and losing the race. Competitors who endure the coals twice summate the results of their three Strength (Athletics) checks and receive one +3 bonus for every 5 feet of speed they have above 30 feet and one -3 penalty for every 5 feet of speed they have below 30 feet. The competitor with the highest result reaches the end of the racetrack first, achieving victory.

Channel swim

The channel swim competition is a single event in which everyone competes at once, with the victor winning a *water breathing spell scroll*. The competition takes place over a length of the sea channel between the seaweed farm and the second largest island, between two sets of buoys.

A competitor must make a Strength (Athletics) check to swim northwest against a strong current. After this, they must make a DC 12 Constitution saving throw to avoid fatigue. On a successful save, they avoid fatigue and continue the race, making a

second Strength (Athletics) check to continue swimming. After this, they must make a second DC 12 Constitution saving throw to avoid fatigue a second time. On a successful save, they avoid fatigue and continue the race, making a third Strength (Athletics) check to swim the last length. Failing either saving throw, they become fatigued and drift 100 feet southeast, losing the race. Competitors who avoid fatigue twice summate the results of their three Strength (Athletics) checks and receive one +3 bonus for every 5 feet of speed they have above 30 feet and one -3 penalty for every 5 feet of speed they have below 30 feet. The competitor with the highest result reaches the northwest buoys first, achieving victory, and competitors clinging to the buoys can remain in the channel without making an ability check.

Post jumping

The post jumping competition is a single event in which the competitors compete at once, with the victor winning a *Ring of Evasion* (see the BR). The competition takes place in the inlet north of the Lesser Temple and the New Agora, on a circle of slippery wooden posts.

Once each competitor is standing atop their own post, a horn is sounded, and they make a DC 10 Dexterity (Acrobatics) check to jump to the post ahead of them, moving clockwise. On a failed check, they fall into the sea. A competitor can choose *not* to jump just *once* in the competition, but if someone jumps onto their post, they must make a Strength (Athletics) or Dexterity (Acrobatics) contest (each competitor can choose which check they want to make), with the loser falling into the sea. The horn only sounds after all contests have been resolved, after which the remaining competitors can try to jump to the next post. The last competitor standing on a post achieves victory. It's recommended you provide the players a visual aid for this competition.

Tightrope

The tightrope competition is a single event in which the competitors compete in sequence (one at a time), with the victor winning 75 gp. The competition takes place on the oval, on a thin rope strung up between two posts.

On their turn, a competitor must succeed on a DC 10 Dexterity (Acrobatics) check to walk each 10 feet of the 50-foot tightrope, but they must also dodge a barrage of food scraps thrown by the competition's spectators. As one, the spectators make one ranged attack against the competitor (+3 to hit) before the competitor rolls the DC 10 Dexterity (Acrobatics) check at the start of each 10-foot span of the rope; if

the attack hits, the competitor makes the check with disadvantage. The competitor who walks furthest on the rope achieves victory.

Elemental archery

The elemental archery competition is a single event in which a maximum of four competitors compete at once, with the victor winning a *Wand of Magic Detection* (see the BR), a *greater restoration spell scroll*, and an *elixir of the Priestess*. It takes place on the oval in the village, against the stone outcrop on its east side, where four sets of spherical magic targets are fixed to iron posts.

In each set of magic targets there is one fire target, which is vulnerable to cold damage and immune to fire damage; one ice target, which is vulnerable to fire damage and immune to cold damage; and one flesh target, which is vulnerable to necrotic damage. The fire and ice targets have 15 hp, while the flesh target has 20 hp. The targets within each set are 10 feet apart from each other, spanning a total length of 30 feet, and each competitor may attack their set of targets with one spell in each round, which is signified by the sounding of a horn. The first competitor to destroy all their targets achieves victory. A competitor succeeding on a DC 10 Intelligence (Arcana) check before the competition discerns the vulnerabilities and immunities of the fire and ice targets, and a competitor succeeding on a DC 14 Intelligence (Arcana) check discerns the vulnerability of the flesh target.

Archery

The archery competition is a single event in which the competitors make their shots in a rotational sequence (one shot at a time), with the victor winning a *+1 longbow*. The competition takes place on the oval in the village.

On their turn, a competitor must use the longbow and arrows provided to make one ranged weapon attack against an archery target. An attack roll below 15 results in the shot missing the target, and attack rolls of 16, 17, 18, 19, and 20 result in 1, 2, 3, 4, and 5 points, respectively. An attack roll of 20 or over is a bullseye and always results in 5 points. After each competitor has made three shots, each competitor's points are summated, and the competitor with the most total points achieves victory.

Shot put, discus throw, and javelin throw

The shot put, discus throw, and javelin throw competitions are single events in which the competitors make their puts or throws in sequence. These competitions take place on the oval in the village, and the victor of each wins 25 gp.

On their turn, a competitor must make a ranged attack by throwing the shot put, discus, or javelin, treating them all as simple melee weapons with the thrown property. The competitor with the highest attack roll puts or throws the furthest and achieves victory.

Tug of war

The tug of war competition is a single event in which two teams compete at once, with the victorious team winning three bottles of premium red wine, two bottles of premium white wine, a keg of ale, and a pig on the spit. It takes place on the oval in the village, where a greasy ship rope lies parallel to five wooden marker posts, east to west.

To compete, two teams of even number must pick up the rope at opposite ends, and every competitor must make a Strength (Athletics) check. The results of all competitors on each team are summated, and the team with the highest result pulls the other team one post toward them; these group Strength (Athletics) contests are repeated until one team pulls the other team two posts toward them (up to the middle post), achieving victory.

Drinking

The drinking competition is a single event in which everyone competes at once, with the victor winning a *potion of cure hangover*, which does exactly what it sounds like it does. The competitor who consumes the most standard alcoholic drinks without falling unconscious achieves victory. The villagers don't brew much beer themselves, so they bought several dozen kegs for the Oracle Games, and they're set up in the shade of some grapevines, where the competition takes place.

Drinking rules. A creature can drink standard alcoholic drinks equal to their threshold (Constitution modifier +1) without needing to make a Constitution saving throw. For each drink a creature consumes above their threshold, they must make a DC 10 Constitution saving throw. On a successful save, they gain advantage on Strength and Charisma checks for 1 hour for each drink they've consumed above their threshold. On a failed save, they gain disadvantage on all ability checks, make a fool of themselves (possibly vomiting), and, after 5 to 15 minutes, fall unconscious for 1 hour for each drink they've consumed above their threshold. When they regain consciousness, they're hungover, and they gain disadvantage on Constitution saving throws for 3 hours. It takes 1 hour for a creature to process each drink, after which it no longer influences ability checks nor attributes to the number of drinks they've consumed; creatures

process drinks even while unconscious. You may also want to increase the DC of the initial Constitution saving throw as a creature consumes additional drinks above their threshold.

Frog licking

The frog licking competition is a single event in which everyone competes at once, with the victor winning nothing more than the buttery, prismatic trip the frog toxins subject them to, and the respect of the villagers. The competitor who licks the most frogs without collapsing to a fetal position and screaming achieves victory. The frogs are tiny, phosphorescent-blue amphibians the villagers took from the Greater Temple and stowed in jars for the Oracle Games (see "The hydra-statue fountain" in part 4). If the characters ask the villagers about the frogs, they say the frogs were imported here long ago, and the poison they secrete from their skin, if consumed by most humanoids, has hallucinatory effects. The villagers also warn them that the hallucination can go horribly wrong.

Frog licking rules. A creature licking a frog must make a DC 10 Wisdom saving throw. On a successful save, they're filled with euphoria, and everything they see has a prismatic aura to it and seems to breathe; they also gain advantage on Wisdom checks and saving throws for 3 hours. On a failed save, they're filled with anxiety and terror, and they go blind for 10 minutes, in which time they collapse to a fetal position and scream uncontrollably, tormented by the untold horrors chewing through their mind; once the 10 minutes has passed, they gain disadvantage of Wisdom checks and saving throws for 3 hours. You may also want to increase the DC of the initial Wisdom saving throw as a creature licks additional frogs.

The talent show

The talent show is a single event in which the competitors perform in sequence, with the victor winning a *Headband of Intellect* (see the BR). On their turn, a competitor must make a brief talent performance of any kind, including but not limited to musical, theatrical, comedic, dance, acrobatic, and illusionary performances. The competitor with the highest ability check, regardless of which ability check they use, gains the most favor from the audience and achieves victory. The talent show is a great opportunity to award the players for good roleplay, possibly with advantage or inspiration.

Gambling

While many place bets on the competitions of the Oracle Games, others gamble away their hard-earned coin in dice and card games. Gambling is a perfect opportunity to use spells, loaded dice and decks, Sleight of Hand, Perception, Insight, Persuasion, Deception, and Performance to cheat, bluff, catch cheaters and bluffers, and maintain a game face; it might even lead to a fight or an arrest. It's recommended you implement your own games, but a quick dice game you may want to use is Sixes.

Sixes

To play Sixes, each player puts 5 gp in the pot and rolls six d6, keeping their result to themselves. Starting with the oldest player and continuing clockwise, each player must then raise, match, or fold. When no one wants to raise any higher, the remaining players reveal their dice, and the player with the most sixes wins the pot, splitting it equally on a draw.

PART 4: THE CONSPIRACY

Refer to this part if the characters search for the ghost on the southeast side of the island (the ghost of Barnabus Panogis), which they may have learned about from Charlie Seaworth in part 1 or from Leon Sideris in part 3.

This part is about choice and consequence. For instance, Barnabus asks only for the characters' word before telling them how to claim the *Aegis of Reprisal*, so the characters may simply take it without fulfilling their end of the deal, but then they won't benefit from the properties of the item. Also, as High Priestess Cassandra may tell the characters (see "High Priestess Cassandra" in this part), society on Aegis Isle was built around the Oracle and the Nameless God, and to disrupt the cycle of the Oracle is to destroy their way of life; this may influence the characters' decision to either let Daphne Panogis become the new Oracle or try to save her, especially if they followed adventure hook 1.

This part is written as if quest event 2 has just concluded! If the characters enter the Greater Temple before quest event 2, see the green sidebar under "The altar room" in this part, and if they enter more than 1 hour after quest event 2 (after the ritual has started), see the green sidebar under "The transference ritual" in this part.

The ghost

The **ghost** on the southeast side of the island is Barnabus Panogis, who was murdered by his wife, High Priestess Cassandra. If the characters search the southeast cliffs, they quickly find Barnabus (without needing to make an ability check). Barnabus is aware he is a ghost and, perhaps for that reason, retains his sanity, but he is unable to move more than 30 feet from where his wife stabbed him in the heart, which is where the characters find him.

When the characters find Barnabus, read the following:

A delicate finger traces your spine to where it meets your skull, and a lone cloud eclipses the sun. Waves slap the reef, motioned by a wind born on some icy faraway land, and where the cliffs make a shallow cove, a humanoid figure flicks in and out of reality. The figure seems to notice you, for its strobing ceases, and toward you it turns its visage — that of a human male but blue like a crab. What discerns this man from others in kind, besides that he is dead, is his broom-bristle moustache and the solemnity of his eyes. He floats toward you, stopping a spear-throw away to lower his head and bow. "Please, friends, fly not for the sight of me. I know what I am. I know that I am dead. But take my word, and trust that not a speck of what is left of me intends to do you harm. From harm I mean only to spare the one I love. Then only might I rest."

Barnabus introduces himself and tries to speak with the characters, saying he's in desperate need of help; if they listen, read the following:

"High Priestess Cassandra is my wife and the proffered Oracle our blessed daughter, Daphne. Cassandra has fallen ill with power and means for sweet Daphne to be Oracle against her will. My daughter and I, we were scheming to flee Aegis Isle, but when I came here to watch the sea, my wife thrust bronze into my heart and pushed me from the cliff, privy somehow to our plan. But for vengeance I care little. Only for the fate of my daughter do I rage. I hope I can ask this of you — free my daughter and deliver her to some foreign shore. In exchange, I offer the whereabouts of and words to unlock a treasure of my people — a great many coins and the Aegis of Reprisal itself, a shield like no other, answering to wielders honorable. Should you agree, I say free my daughter *not* while they keep her in the Lesser Temple, in sight of many, but in the Higher Chamber of the Greater Temple while the High Priestesses prepare the ritual. Once it has begun, it will damage her to break her from the spell. Once it is finished, swift death to my daughter if you break her out without performing the ritual once more and proffering another in place. You need only pass Chiron in the Lower Chamber, and that centaur grows old. What say you? Your word, friends, and the deal is made."

If the characters give Barnabus their word, he tells them the *Aegis of Reprisal* is in a glowing stone box in the basement of the lighthouse, and to unlock the box, they must speak the following words:

By heart and hand honorable I take the light and aegis.

Barnabus then warns the characters that it's dangerous to interrupt the ritual or remove the Oracle without replacing her and that disrupting the cycle of the Oracle would likely cause the Nameless God to leave Aegis Isle forever, which would be disastrous. While Barnabus wants to save his

daughter, he still values Aegis Isle and encourages the characters to cause as little damage to his people as possible. Barnabus also tells the characters about an alternate way into the Greater Temple, saying he heard his wife speak about a second entrance into the Lower Chamber on the west face of the volcano, exactly opposite to the entrance on the east face. He believes his wife kept the keys to this entrance in their house, which he describes as the house with the Oracle statues by the front door.

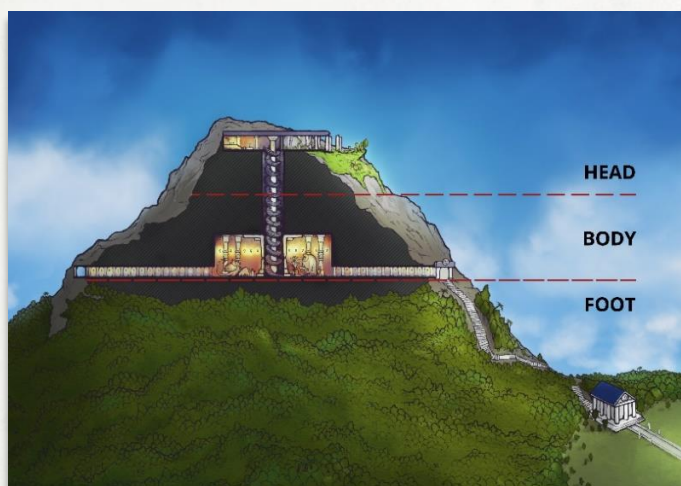
If the characters suggest exposing the conspiracy to the villagers, Barnabus says it's risky, as the villagers don't question the High Priestesses, and his wife will likely find a way to turn the villagers against them. He reiterates that he doesn't want to disrupt the cycle of the Oracle nor Aegis Isle's way of life.

When the characters are finished speaking with Barnabus, he thanks them and returns to the edge of the cliff to watch the sea. As soon as Daphne Panogis is with the characters, conscious or unconscious, Barnabus disappears.

At this point, the characters may try to organize passage off Aegis Isle, in which case see "Leaving Aegis Isle" in this part.

Climbing the volcano

The characters may try to climb the volcano to get into the Greater Temple. For the purposes of ability checks, the volcano is divided into three cross-sectional sections — the foot, the body, and the head. The following image is a cross-sectional diagram of the Greater Temple (see Appendix C for a larger version and **attachment 2** for a full-sized version), including the east and west tunnels, the spiral stair, and the Lower and Higher Chambers.



A creature can make a DC 8 Strength (Athletics) check to ascend or descend the full height of the volcano's foot. On a failed check, they fall 10 feet and take 1d6 bludgeoning damage. A creature can make a DC 9 Strength (Athletics) check to ascend or descend the

full height of the volcano's body. On a failed check, they fall 20 feet and take 2d6 bludgeoning damage. A creature can make a DC 10 Strength (Athletics) check to ascend or descend the full height of the volcano's head. On a failed check, they fall 30 feet and take 3d6 bludgeoning damage. If a creature successfully ascends the head, they can enter the volcano's open crater from any side. If a creature fails a check ascending or descending a section, they can try again.

To the Lower Chamber

The Lower Chamber of the Greater Temple can be accessed via the east tunnel, the west tunnel, and the Higher Chamber.

The east tunnel

The entrance to the east tunnel is the archway at the top of the stair behind the Lesser Temple. A creature ascending the stair can be seen by anyone facing the stair, even if the creature tries to sneak, but a creature can try to climb the volcano to reach the entrance of the tunnel, bypassing the stair and using the vegetation on the volcano for cover. A creature can make DC 10 Dexterity (Stealth) check to climb from the vegetation onto the top landing of the stair and enter the tunnel without being seen. On a failed save, someone sees them and alerts the **guards**.

The east tunnel is reinforced and tiled with stone, and it's lit with candle sconces. The tunnel opens to the Lower Chamber.

The west tunnel

The entrance to the west tunnel is a vine-covered door on the west side of the volcano, opposite the east side tunnel entrance, at the top of the volcano's foot. The characters can find the hidden door with a successful *DC 10 justified check* (if they fail their first check, you may allow them to make another). The door has two lock mechanisms, and a character can unlock the door with the pair of rusty iron keys that can be found in the Panogis family's house, thieves' tools and two successful DC 14 Dexterity checks, or two spells like *knock*. If the characters unlock the door using *knock* while **Chiron** is in the Lower Chamber, he hears them and tries to ambush them as they exit the west tunnel into the Lower Chamber. The door opens outward, and two handles on the inside of the door can be used to unlock and open it without the keys.

The west tunnel is reinforced and tiled with stone, but its length is dark, featuring a pressure plate trap. The tunnel opens to the Lower Chamber.

The pressure plate trap

10 feet in from the hidden door, nine pressure plates, disguised as stone tiles, are fitted into each of the six 5-foot squares in a 10-foot wide (the tunnel's width), 15-foot long section of the tunnel, for a total of fifty-four plates. In the ceiling above each plate is a tiny hole, and if a weight of 40 pounds or more is applied to a plate, the plate falls down an inch, poison sprays out in a cone from the hole above it, and all creatures within 5 feet of the plate must succeed on a DC 12 Constitution saving throw or take 2d6 poison damage. Once a plate has been triggered, it stays down and can't be triggered again. A creature succeeding on a DC 14 Intelligence (Investigation) check notices the trap, and on either end of the trap, a creature succeeding on a DC 16 Intelligence (Investigation) check finds a loose brick in the wall, which, when pressed, deactivates or reactivates the trap.

Customizing the tunnels

By default, there are no rooms other than the Lower Chamber connecting to the east and west tunnels, but you may want to add some, giving the characters additional opportunities to gather useful items, such as *potions of healing*, *elixirs of the Priestess*, or ammunition, in preparation for the challenges to come. If adding rooms connecting to the west tunnel, place them after the pressure plate trap (on the side of the Lower Chamber).

The Lower Chamber

If the characters enter the Lower Chamber, read the following:

Before you is a large column-supported room with an enclosed spiral stair rising up from its center and into the naked rock ceiling. Eight stone statues, each of a different creature, stand on the floor, and the walls bear intricate bas-relief sculptures, illuminated by candle sconces.

The massive centaur which earlier ascended into this very chamber strides slow but purposefully between the statues, clockwise around the spiral stair.

The centaur patrolling the Lower Chamber is **Chiron**. The statues are creatures petrified by a **medusa**, who saw its own reflection and petrified itself. In addition to the medusa, the creatures include the following:

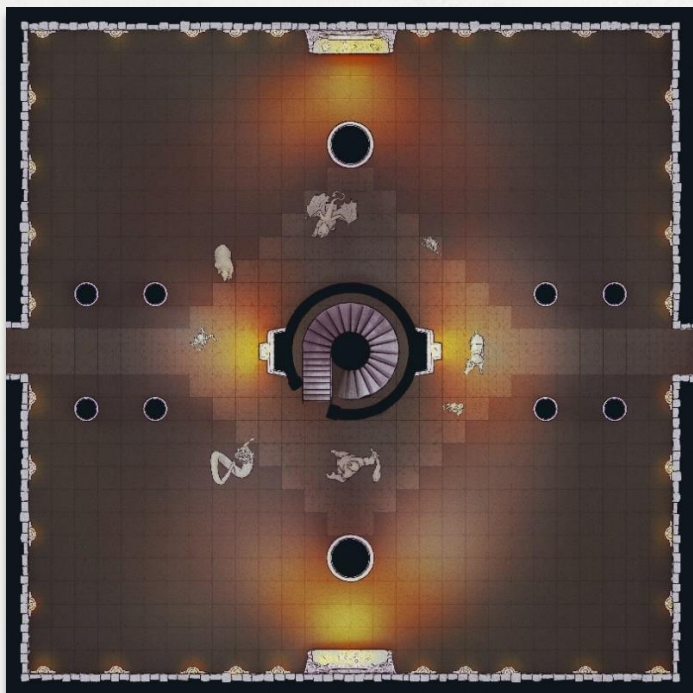
- A warhorse
- A brown bear
- A male human druid
- A male elf knight
- A mantichore
- A female half-elf gladiator
- A cyclops

For more information on petrification, see "medusa" in the MM, but note that the characters can find a *greater restoration spell scroll* in the preparation room in the Higher Chamber or win one in the elemental archery competition (forgive me).

A character can make a DC 10 Intelligence (History) check to recall a brief history of the medusa. On a successful check, they recall a legend about a dark time in Aegis Isle's past, when a medusa the High Priestesses bound to protect the Oracle broke their enchantment and turned against them, blocking the way to the Higher Chamber. They also recall that the Priestesses couldn't defeat the medusa, but, eventually, after many powerful warriors and their monsters tried and failed, a nameless warrior wielding a reflective shield was able to.

The bas-relief sculptures depict hundreds of different scenes and stories. Inspecting the bas-relief, a character notices a depiction of an orc chief and his people watching an earthquake destroy an empty stronghold, a male elf weeping over a dead female elf, and a group of villagers in a sown field, praising the rainclouds above. Inspecting the first scene and succeeding on a DC 10 Intelligence (History) check, a character recalls a legend of an orc chief who had his future divined by an Oracle, allowing him avoid an earthquake which would've destroyed not only his stronghold but his people too. Inspecting the second scene and succeeding on a DC 10 Intelligence (History) check, a character recalls a legend of two lovers who, in trying to avoid a death divined to them by an Oracle, fulfilled that very divination. Inspecting the third scene and succeeding on a DC 10 Intelligence (History) check, a character recalls a legend of a people who settled a new land solely on the divination of the Oracle, building upon it a fruitful and enduring kingdom.

The following image is a battlemat of the Lower Chamber (see Appendix D for a larger version and **attachment 3** for a full-sized version).



Evading Chiron

A creature can try to sneak from the east or west tunnels to the spiral stair without being discovered by **Chiron**, potentially using the statues and columns for cover. Chiron circles the spiral stair, moving clockwise and weaving between the statues, and he'll attack anyone he sees who doesn't have permission to be in the Greater Temple, refusing to negotiate, and fighting to the death.

A creature can make an Intelligence or Wisdom check to determine the best time to sneak past Chiron. Depending on their result, they may receive a penalty or bonus to their Dexterity (Stealth) check. If their result is 5 or lower, they receive a -3 penalty; if their result is between 6 and 10, they receive a -1 penalty; if their result is between 11 and 15, they receive a +1 bonus; and if their result is 15 or higher, they receive a +3 bonus. A creature can't hide behind a statue that is the same size or smaller than they are. Two small or medium creature can hide behind a large statue, and three small or medium creature can hide behind a huge statue.

Scaling Chiron

- Total level of 8 or lower: decrease **Chiron's** Dexterity by 2, reducing his AC by 1, and decrease his hp by 11 (2d10)
- Total level of 9 to 12: as written
- Total level of 13 to 16: increase Chiron's hp by 11 (2d10) and improve his enchanted brassard to grant him resistance to fire, force, lightning, and thunder damage
- Total level of 17 or higher: increase Chiron's hp by 11 (2d10) and improve his enchanted brassard to grant him resistance to acid, cold, fire, force, lightning, radiant, thunder damage

To the Higher Chamber

The Higher Chamber can be accessed via the spiral stair, the volcano's open crater, or the hidden tunnel in the hydra-statue fountain. The spiral stair cores up through a pillar of stone in the center of the Lower Chamber. Several arch-shaped windows are cut out of the walls in the lower section of the stair, each looking down over the Lower Chamber, but the stair is otherwise sealed, lit only by candle sconces. A medium or smaller creature with a speed of 30 feet can ascend or descend the stair in 30 seconds. A large creature, such as **Chiron**, moves at half speed and has disadvantage on attack rolls while on the stair.

The Higher Chamber

There are three main areas in the Higher Chamber — the altar room, the preparation room, and the garden. All these rooms are connected by doorless ways. The top landing of the spiral stair opens to the altar room. Bas-relief sculptures like those in the Lower Chamber cover the walls in the altar room and the internal portion of the garden.

The following image is a battlemap of the Higher Chamber (see Appendix E for a larger version and **attachment 4** for a full-sized version).



The altar room

If the characters enter the altar room, read the following:

While lengths of this tall chamber are fortified with foreign stone, most of it is made of naked volcanic rock — the ceiling entirely. Bronze-gleaming sconces light the way to a columned platform at the top of a stair at the room's rear, and upon the platform is an altar embellished with the symbol of the Oracle and carvings in kind. Upon the altar lie two humanoid silhouettes. Trails of incense smoke weave a net over the supine figures, and the tall female elf who ascended the volcano with the centaur stands over one of the figures, running a comb through the figure's hair. At the foot of the altar stair, a hydra-statue water fountain burbles, cycling a bioluminescent liquid, and against the south wall are four armor stands, bearing bronze armor sets, equipped with shields and spears.

The figures on the altar are the current Oracle, Penelope Katopodis, and the proffered Oracle, Daphne Panogis. The tall female elf is **High Priestess Cassandra**, and the sets of armor (shields and spears included) on the armor stands are unactivated **animated hoplites**.

If the characters fight **Chiron** in the Lower Chamber, Cassandra hears the disturbance and orders **High Priestesses** Zoe and Maya out of the preparation room, where they're preparing the ritual; they hide on either side of the spiral stair, daggers drawn. As the characters get to the top landing of the stair, Cassandra orders the characters and, if he's there, Chiron to stop; if the characters stop, she tries

to negotiate with them.

If the characters evade Chiron but not Cassandra, Cassandra orders Zoe and Maya out of the preparation room and into the altar room, after which she tries to negotiate.

High Priestess Cassandra

High Priestess Cassandra Panogis is an adult female elf villager and a High Priestess. In the liquidly blue robes of the High Priestesses, and with the half-head of height she has on most the other villagers, Cassandra seems more to float than walk. Her eyes are those of a predator and isolated by a chiseled nose, and her ears jut from the back of her black-silk head like a pair of daggers from a belt. Cassandra is one of three current High Priestesses and by far the dominant; she rules as the unspoken matriarch of Aegis Isle. Cassandra feeds on power, and with her daughter as the Oracle, the villagers would only grant Cassandra more of it. Cassandra draws attention in conversation first by speaking with a booming voice and then, once all eyes are on her, continuing soft but confident; she doesn't ask others to do things but *tells* them, using "you will" instead of "will you?"

If confronted with the characters, Cassandra tries to negotiate before attacking, asking them who they are and what they want. If she learns the ghost of her husband sent the characters to free her daughter, she offers them 30 pp to destroy her husband's ghost and leave the island instead, explaining that society on Aegis Isle was built around the Oracle and the Nameless God and that to disrupt the cycle of the Oracle is to destroy their way of life. If the characters followed adventure hook 1, Cassandra may use the character's relatives against them, saying their relatives will suffer too. If the characters accept Cassandra's offer, she opens the secret floor compartment in the preparation room, takes out 30 pp, and gives it to the characters. If the characters decline, Cassandra offers them a greater reward or threatens them. If Cassandra is forced to fight, she fights to the death.

If the characters convince **High Priestesses** Zoe or Maya to betray her, Cassandra says, "Rise and destroy my enemies," in Elvish, activating all four **animated hoplites** in the altar room; they obey only Cassandra, acting on her turn in combat. Cassandra prioritizes killing Zoe and, if she also betrays her, Maya.

Scaling High Priestess Cassandra

- Total level of 8 or lower: as written
- Total level of 9 to 12: as written
- Total level of 13 to 16: **High Priestess Cassandra** activates two **animated hoplites** before or on her first turn in combat (as a bonus action)
- Total level of 17 or higher: High Priestess Cassandra activates four animated hoplites before or on her first turn in combat (as a bonus action)

High Priestess Zoe

Zoe Katopodis is a female half-elf villager and a **High Priestess**. Her brassy hair is streaked with grey, and her eyes are wide and kind. On top of being a High Priestess, Zoe manages the imports and exports of Aegis Isle, working closely with merchants. Zoe is an empathetic woman, and she believes what **High Priestess Cassandra** is doing to her daughter is wrong. If the characters convince Zoe they intend to free Daphne Panogis without disrupting the cycle of the Oracle, Zoe may betray Cassandra and help them, and if Cassandra attacks her, Zoe fights back. Otherwise, Zoe fights alongside Cassandra, but if Cassandra is killed, Zoe tries to surrender.

High Priestess Maya

Maya Masalis is a female human villager and a **High Priestess**. A portly little woman, Maya spends most of her time maintaining the Lower Temple and eating the offerings left there by the villagers. She's a little overzealous when it comes to the Nameless God, attributing everything to the "will of the Nameless God" and often muttering prayers under her breath. Maya can't decide if she believes what **High Priestess Cassandra** is doing to her daughter is wrong or not, and if the characters convince High Priestess Zoe to betray Cassandra while Maya is there and Cassandra isn't, Maya sides with Zoe; she may even offer her own daughter, Ophelia Masalis, as the proffered Oracle. Otherwise, Maya fights alongside Cassandra, but if Cassandra is killed, Maya tries to surrender.

Entering before quest event 2

If the characters enter the Greater Temple before quest event 2, **High Priestesses** Zoe and Maya are in the altar room, and they confront the characters, offering them 20 pp to leave without drawing the attention of **High Priestess Cassandra** (they fear Cassandra learning they failed to guard the temple). If the characters decline, the High Priestesses offer them a greater reward or threaten them. This may be an opportunity for the characters to convince Zoe and Maya to betray Cassandra.

If Zoe and Maya aren't there to meet Cassandra and **Chiron** (carrying Daphne) during quest event 2, Cassandra becomes suspicious, leaving Daphne tied to Chiron's back and ascending the spiral stair with Chiron. If she doesn't find the High Priestesses or finds them dead, she activates all four **animates hoplites** and performs the transference ritual herself. Once the ritual is complete, Cassandra guards the Oracle, ordering Chiron to go down to the village and tell the guards to search Aegis Isle for the missing High Priestesses or their murderers.

The Oracle: Penelope Katopodis

Penelope Katopodis, an old female human, is the current Oracle and the sister of Adonis Katopodis. Penelope became the Oracle about fifty years ago, but her body and mind have atrophied, and this affects her ability to make divinations, so the High Priestesses decided she must be replaced.

All Oracles live essentially in a coma, with the magic of the Nameless God flowing through them always. They can speak divinations, but they can't say nor do much else, and the High Priestesses must feed them, clean them, and otherwise tend to their atrophying bodies. It's unclear how conscious of their comatose state the Oracles are.

Divination. The Oracle has the power to make a divination once per day, and any creature that can communicate with the Oracle can ask her to divine something, such as their future or the future of someone or something else (the High Priestesses reserve this right, but they actually aren't any more capable than anyone else). Usually, the Oracle's divinations are accurate, but the current Oracle has atrophied, and her divinations can't be trusted.

If a character asks the current Oracle, Penelope Katopodis, for a divination during the Oracle Games, she answers them (as the High Priestesses don't ask a divination of her on either day); it's up to you what she tells the character, though bear in mind that Penelope's divinations may not be accurate. If the characters want an accurate divination, they must ask the new Oracle, and this may further encourage them not to disrupt the cycle of the Oracle.

The proffered Oracle: Daphne Panogis

Daphne Panogis is an adolescent female half-elf villager and the proffered Oracle. Her hair is bleached rope, and her voice could sing a cerberus into a dreamy slumber. Daphne longs to break the metaphorical shackles of her mother, High Priestess Cassandra, and Aegis Isle on a whole. She dreams of freedom in distant lands, where she could get by on the merit of her voice. Daphne suspects her mother murdered her father, but her mother sedated her, and she is unconscious.

The Nameless God

The main ways in which the Nameless God guides and protects Aegis Isle is through the divinations of the Oracle, which are used directly or sold, and by channeling its magic through the High Priestesses. The Nameless God has been known to interact with the villagers in other ways, such as by taking physical form and socializing with the villagers, but this has only happened several times in hundreds of years. Life on Aegis Isle without the Nameless God would be far more difficult, but not impossible.

The god is nameless only so you can customize it or insert a preexisting god on its place, possibly under the guise of the Nameless God, and possibly a god somehow associated with the characters.

The hydra-statue fountain

The fountain is made of stone and shaped as a hydra, and the water cycles through the fountain endlessly, powered by an enchantment. Tiny phosphorescent-blue frogs cling to the inside walls of the fountain and kick about in the glowing liquid.

A character can make a DC 12 Wisdom (Perception) check to inspect the fountain. On a successful check, they discover in 10-foot long tunnel in the fountain's south wall. If a character knows about the tunnel, they don't need to make an ability check to find it. A medium or smaller creature can swim through the tunnel and break through a one-way magic seal at its end to emerge on the top landing of a dry stone stair. Carved into an old lava tube, the stair descends through the volcano to the same enchanted door detailed in the colossal octopus sidequest. On this side of the door is only a symbol of the Oracle button (two inches in diameter), which, when pressed, causes the door to open outward into the chamber. If the characters haven't already killed the **colossal octopus**, you may want it to attack them from the pool, unless they're badly wounded, in which case the octopus can be out hunting.

The preparation room

If the characters enter the preparation room, read the following:

All the surfaces of this room, which reeks of fish and smoke, are dressed in slick stone, and shelves and benches skirt its entire perimeter, illuminated by an iron brazier in the center. Books, scrolls, and myriad trinkets line the shelves, and all manner of herbalism and alchemy tools and ingredients are scattered over the benches — vials, mortars and pestles, burners, pickled fruits, insects.

If **High Priestess Cassandra** hasn't ordered them into the altar room, **High Priestesses** Zoe and Maya are in the preparation room, preparing the ritual.

In the preparation room, a character can make a Wisdom (Perception) check to find the features and items in the following table. If they succeed on one of the checks in the table, they find just one of the features and items listed for that DC, and they also succeed on the checks with a lower DC.

DC	Feature or item
0	■ A green tome with the symbol of the Oracle on its cover
5	■ A <i>potion of healing</i> ■ An <i>elixir of the Priestess</i> ■ A vial of basic poison (see the BR)
10	■ A herbalism kit ■ A poisoner's kit ■ Alchemist's supplies
15	■ A <i>greater restoration spell scroll</i> ■ A <i>feather fall spell scroll</i> ■ A <i>darkness spell scroll</i>
20	■ One <i>potion of invisibility</i> (see the BR) for each character in the party, plus one more ■ A <i>bag of holding</i> (see the BR) ■ A secret floor compartment containing 50 pp

The green tome

The green tome with the symbol of the Oracle on its cover is a handwritten, illustrated work about the flora, fauna, and fungi native to Aegis Isle and many of the foreign floral species in the garden inside the volcano's crater. It details not only the biology of each species but also their practical applications, which are mostly medical.

One of pages in the tome is folded at the corner, and the page details Agata's lullaby, a species of blue-gilled toadstool native to Aegis Isle that can be used to make a powerful sedative (this is what High Priestesses Cassandra used to sedate her daughter). Elsewhere in the tome, the following species are detailed:

Species	Description	Application
Goreroot	A hardy shrub whose roots throb with a magical red fluid, drawn from the magic in the earth itself	The fluid is vital ingredient in one variety of <i>potion of healing</i>
Boon arcana	A purple-veined pitcher plant which traps tiny magical creatures, feeding on their essence	The flesh is a vital ingredient in an <i>elixir of the Priestess</i>
Deathvine	A dark-green vine which oozes a milky toxin	The toxin can be used to make a basic poison
Nestor's swingjaw	A small salt-tolerant tree which bears clusters of bitter orange fruit	The fruit can be used to make a stimulant
Dancer's bane	A powdery tree-clinging fungus	The fungus can be used to make a potent laxative

A character can make a DC 14 Intelligence check to read the work in between 6 and 12 hours. On a successful check, they finish reading the work and understand it, gaining advantage on all Wisdom (Nature) and Wisdom (Medicine) checks they make relating to flora and fungi or flora and fungi-based medicine while referring to the tome.

The garden

The garden is a yard of columns and flora inside the volcano's open crater. It begins inside, under the roof of the Higher Chamber, and reaches out through the open east side to the edge of the crater.

If the characters enter the garden, read the following:

The volcano's open crater and rich soil here shelter and animate an abundance of plant and fungal life. Creepers fix together an array of free-standing columns by the entrance to the chamber deeper in, and pot plants crowd the buffers between walkways and knotted garden-beds in the hundreds. In each single span of sight, there flourishes every hue ever seen and dreamed of, and the insects dipping from flower to flower drone louder than a stormy shore. Honeyed is the air, in both thickness and in scent.

A large wooden crate brimming with various types of fireworks sits a little way back from the columns, under the roof of the chamber.

While most of flora and fungi is the same as that on and surrounding the volcano, many exotic species grow in the garden, and the High Priestesses source many of their herbalism and alchemy ingredients here. In the garden, a character succeeding on a DC 12 Intelligence (Nature) check can find any species detailed in the green tome.

The transference ritual

The High Priestess prepare the transference ritual with the guidance of an ancient scroll. The scroll details the steps in the following list, albeit in greater detail, and all the necessary components are in the preparation room. It takes 1 hour to prepare the ritual, and **High Priestesses** Zoe and Maya are up to step 6 when **High Priestess Cassandra** orders them into the altar room or, if the characters evaded both **Chiron** and Cassandra, when the characters enter the altar room.

- Step 1: Lay the proffered Oracle alongside the current Oracle upon the altar, head to toe.
- Step 2: Set and burn incense around the altar.
- Step 3: Pulverize thirty sitira heads in a brazen bowl.
- Step 4: Pulverize three fish heads in a brazen bowl.
- Step 5: Pour good red wine into a brazen cup.
- Step 6: Burn the flesh from a goat or pig thigh and char the bone.
- Step 7: Begin step one of the transference ritual.

Entering after the ritual has started

The transference ritual takes 1 hour to prepare, so if the characters enter the Greater Temple more than 1 hour after quest event 2 concludes (basically if they don't hurry to free Daphne Panogis), the High Priestesses are already up to step 6 of the ritual proper. At this stage, interrupting the ritual will destroy Aegis Isle's way of life, and the High Priestesses will not negotiate. **High Priestess Cassandra** continues performing the ritual while **High Priestesses** Zoe and Maya attack the characters. Cassandra can activate the **animated hoplites** while performing the ritual.

If they aren't interrupted, Zoe and Maya bring all the necessary components to the altar once the ritual is prepared and begin performing it with Cassandra and the guidance of a second ancient scroll. The scroll details the steps in the following list, albeit in greater detail:

- Step 1: Pour the ground sitira on the altar and say, "Earth for the aegis."
- Step 2: Pour the ground fish heads on the altar and say, "Sea for the aegis."
- Step 3: Pour the red wine on the altar and say, "Blood for the aegis."
- Step 4: Place the charred thigh bone on the altar and say, "Bone for the aegis."
- Step 5: Say the following words and let the power of the Nameless God pass through you and into the Oracle and proffered Oracle: "So we might

hear. So we might see. So over us rests the aegis."

- Step 6: Repeat the words until the old Oracle dies.
- Step 7: Remove the old Oracle and have the new Oracle divine something to ensure the transference was successful.

Visually, after step 5 and until the end of step 6, a semitransparent blue energy flows out from the palms of the creatures conducting the ritual, into the head of the Oracle, through her body and out her feet, into the head of the proffered Oracle, through her body and out her feet, and into the head of the Oracle, in a circuit. When the transference is about to be complete, the circuit breaks, and all the remaining energy flows into the proffered Oracle, who becomes the new Oracle.

If the High Priestesses successfully complete the ritual, they release fireworks from the volcano's open crater and then descend to the village to celebrate.

Consequences

There are various consequences for interrupting the transference ritual, removing the Oracles, or otherwise disrupting the cycle of the Oracle.

Before step 5, the transference has yet to begin. If the proffered Oracle is removed, she takes no damage, and the cycle of the Oracle isn't disrupted. If the proffered Oracle is Daphne Panogis, she remains unconscious for 3 hours, as she is still sedated.

After step 5, the transference begins. If the ritual is interrupted or either Oracle is removed, the transference fails, the Oracle takes lethal psychic damage, the proffered Oracle takes significant psychic damage and suffers brain damage (suffering fatigue, headaches, seizures, and other symptoms for the rest of her life), the Nameless God leaves Aegis Isle forever, and each creature performing the ritual takes 2d6 psychic damage. If the proffered Oracle is Daphne, she remains unconscious for 3 hours. If at least one creature continues to perform the ritual, it continues uninterrupted.

After step 7, the transference is complete. If the new Oracle is removed without being replaced with the ritual, she takes a lethal amount of psychic damage, and the Nameless God leaves Aegis Isle forever. If the new Oracle is Daphne, and she is successfully replaced with the ritual, she takes nonlethal psychic damage and survives without suffering any brain damage (because she is young), though she remains unconscious for 3 hours.

The Nameless God leaves

If the cycle of the Oracle is disrupted, the Nameless God leaves Aegis Isle forever, and society ultimately

falls apart. If the High Priestesses, **Chiron**, or any other villager learns the characters disrupted the cycle, they go mad with rage, attacking them and fighting to the death. With the Nameless God gone, the High Priestesses are no longer able to cast spells.

The characters perform the ritual

The High Priestesses can perform the ritual without an ability check, but if the characters try to perform it themselves, they must make a DC 14 Intelligence (Arcana) check when they get to step 6. On a failed check, they somehow fail to perform the ritual correctly, the transference fails, both Oracles take lethal psychic damage, the Nameless God leaves Aegis Isle forever, and each character performing the ritual takes 2d6 psychic damage. The characters may try to use the ritual to replace an Oracle with another female villager, such as Ophelia Masalis.

To Merchants' Bay

The characters may now want to leave Aegis Isle, likely via Merchants' Bay, but leaving with Daphne Panogis may be difficult; the *feather fall spell scroll*, *darkness spell scroll*, *potions of invisibility*, *bag of holding*, hidden tunnel in the hydra-statue fountain, and west tunnel may help the characters leave discretely. If the characters convinced **High Priestess** Zoe to betray High Priestess Cassandra, she tells them about the hydra-statue fountain (she knows nothing of the colossal octopus), but the characters may convince Zoe to escort them to Merchants' Bay.

If the characters try to sneak through the village with Daphne and without Zoe, someone sees them and alerts the **guards**. If the characters try to sneak around the village with Daphne and without Zoe, they must make a DC 8 Dexterity (Stealth) check. On a failed check, someone sees them and alerts the guards. Kidnapping the proffered Oracle is obviously a serious crime, for which the characters would be chained to the cliff... until they die.

If the characters go through the village with Daphne and Zoe, the villagers confront them, but Zoe says it's the will of the Nameless God that the characters take Daphne to a foreign shore, and she orders the crowd to disperse; the guards enforce her order.

Leaving Aegis Isle

Once in Merchants' Bay, the characters may try to leave Aegis Isle with Erich Seaworth, the merchant Billy Coraltoe, or the dreadlocked **scouts**. If the characters gave Billy his brother's silver necklace, Billy grants them passage without question, and if the characters allowed the scouts take the ailouros and

befriended them, they also grant the characters passage without question. If the characters ask any other merchant for passage, they respond similarly to Erich.

Leaving with Erich

By night on the second day of the Oracle Games, Erich Seaworth his crew have finished delivering spices, fruits, and nuts, and relaxing, and they're now on Erich's ship, soon to retrieve the crate of sitira, crate of olives, and crate of wine they purchased from the villagers from the Old Agora. The characters may try to hide Daphne Panogis in one of these crates and smuggle her away from Aegis Isle.

If the characters aren't with Daphne or Erich doesn't know they are with her or can't see her, Erich offers to return them to where they departed from in exchange for a bottle of Katopodis ouzo, in the morning.

If Erich sees the characters with Daphne, he becomes angry and refuses them passage, saying he knows Daphne is a villager (he doesn't know she is the proffered Oracle) and doesn't want to spoil business with Aegis Isle. Erich threatens to alert the **guards** unless the characters pay him 100 gp. If they pay him, Erich offers to smuggle Daphne away from Aegis Isle for an additional 300 gp. If the characters can't or won't pay Erich, he may offer an alternative, such as having them work on his ship for several months without pay or complete a quest for him.

If the characters approach Erich with Daphne and **High Priestess** Zoe, Zoe offers him exclusive rights to spice imports in exchange for smuggling Daphne and the characters away, and Erich accepts.

If the characters ask Erich to stop at the lighthouse before leaving Aegis Isle, he'll do so for free, unless they paid him to smuggle Daphne, in which case he'll only stop for an additional 100 gp.

Daphne wakes

When Daphne Panogis regains consciousness, she's still drowsy from the sedative, but she knows her mother killed her father and sedated her, and she weeps softly. Daphne then asks the characters who they are and what happened, and she won't oppose them unless she thinks she's in danger. Daphne has been planning her escape for a while now, but nothing went according to plan, and she's unsure what to do after the characters take her to a foreign shore. Daphne may ask the characters to help her start a new life, and if they refuse, she gathers her strength and sets out to find work and lodgings, preferably as a singer in a tavern.

THE END

Thank you for playing *The Oracle of Aegis Isle*, and I hope you enjoyed it! I need *your* feedback to improve this adventure and to improve as a creator. If you want to rate and review *The Oracle of Aegis Isle*, please do so on its Dungeon Masters Guild page via the following link:

<https://www.dmsguild.com/product/317209/The-Oracle-of-Aegis-Isle>

APPENDICES

Appendix A: Stat blocks

Animated Hoplite

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

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

False Appearance. While the hoplite remains motionless, it is indistinguishable from a normal suit of hoplite armor.

Actions

Multiattack. The hoplite makes two melee attacks.

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

Athlete

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 12 (3d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Punch. *Unarmed Strike:* +5 to hit, reach 5 ft., one target. Hit: 4 bludgeoning damage.

Chiron

Large monstrosity, neutral

Armor Class 14

Hit Points 75 (10d10 +20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +7, Survival +3

Senses passive Perception 9

Languages Elvish, Sylvan, Common

Challenge 3 (700 XP)

Enchanted brassard. Chiron's brassard (arm/shoulder armor) coats Chiron in a film of barely visible magical energy, granting him resistance to bludgeoning, piercing, and slashing damage until the film is destroyed. The film is destroyed after Chiron's hit points are reduced to below half, after which the brassard loses its enchantment permanently.

Actions

Charge. If Chiron moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Multiattack. Chiron makes two attacks: one with his pike and one with his hooves.

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

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

Colossal Octopus

Large beast, unaligned

Armor Class 11

Hit Points 62 (8d10 +18)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

High Priestess

Medium female humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 +5)

Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the High Priestess can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the High Priestess expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, purify food and drink*
2nd level (3 slots): *lesser restoration, calm emotions*
3rd level (2 slots): *dispel magic, bestow curse*

Actions

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

High Priestess Cassandra

Medium female humanoid elf, lawful evil

Armor Class 15 (chain shirt)

Hit Points 39 (6d8 +12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	18 (+4)	13 (+1)

Skills Medicine +8, Persuasion +3, Religion +4

Senses passive Perception 14

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, Cassandra can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Cassandra expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Cassandra is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Cassandra has the following cleric spells prepared:

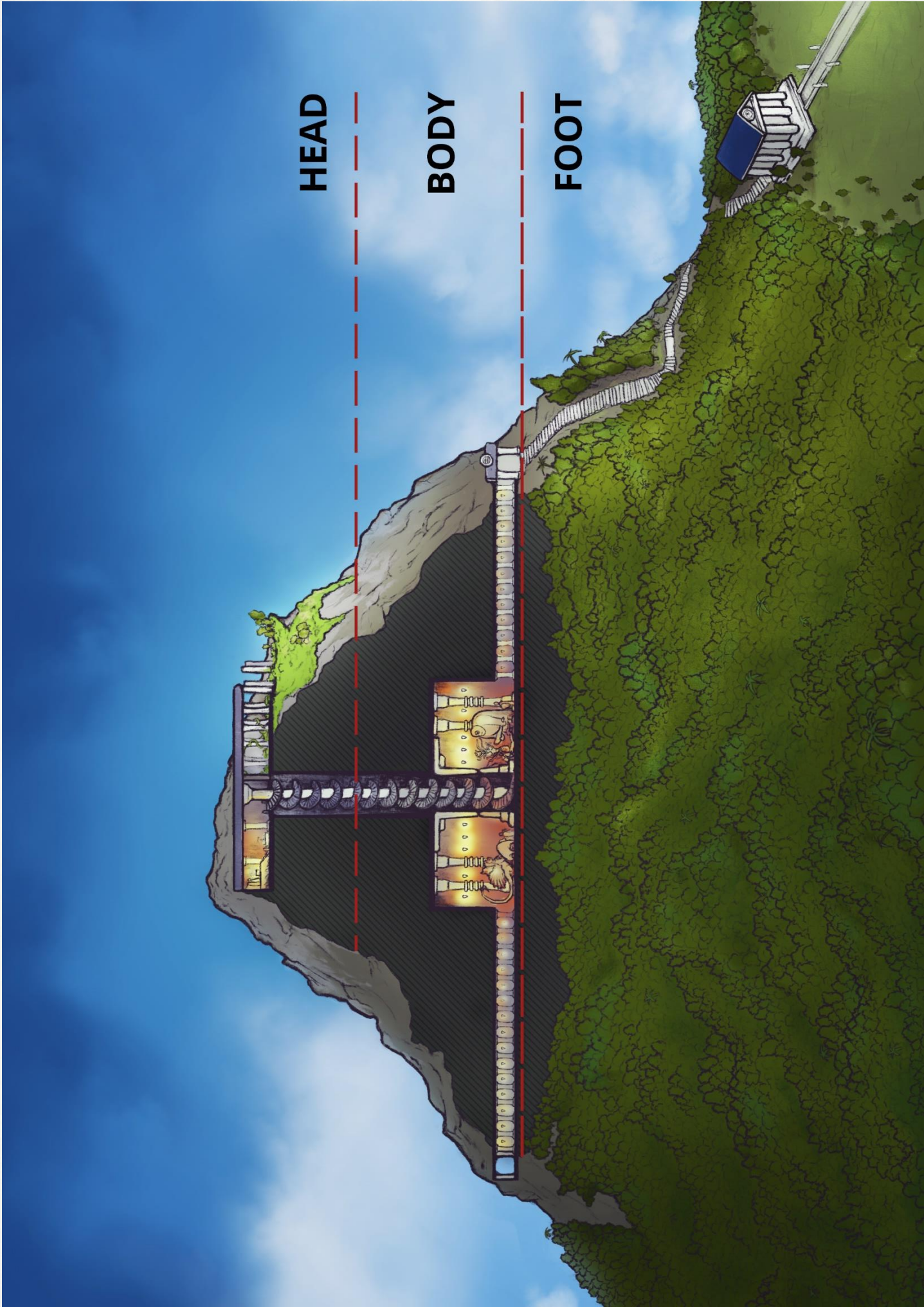
Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, purify food and drink*
2nd level (3 slots): *lesser restoration, calm emotions*
3rd level (2 slots): *dispel magic, bestow curse*

Actions

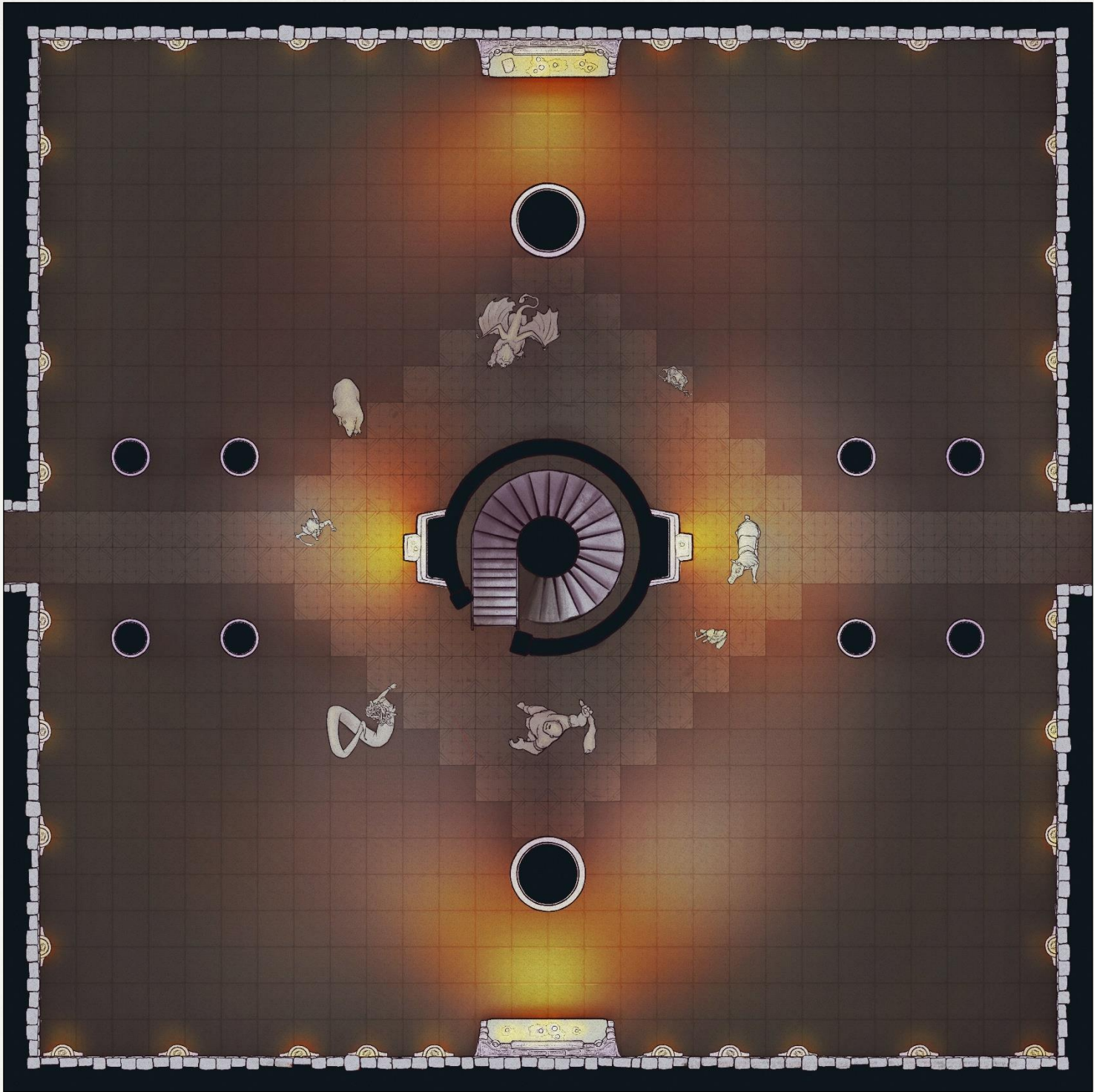
Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 +2) piercing damage.

Appendix B: Map of Aegis Isle





Appendix D: The Lower Chamber



Appendix E: The Higher Chamber

