



THE SCOURGE OF TRITON

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ABOUT THE ADVENTURE

The Scourge of Triton is a mythic Greece adventure for *Old School Essentials*, although it can be easily translated to other game systems (a *GURPS* version is also available on www.1shotadventures.com). The adventure is set in ancient Greece and challenges a group of heroes to prevent the sea god's wrath before he lays waste to the city of Argos. To do this, they must brave an epic journey into the underworld and across the sea, recover divine weapons, and put an end to the god's curse.

The adventure is suitable for three-to-six 2nd or 3rd level characters. The end of the adventure includes six pregenerated characters for players to choose from if they wish.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Suggested ability checks are in SMALL-CAPS. Sections marked with a map 🗺️ are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person 👤 are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

ADVENTURE SUMMARY

The Scourge of Triton takes place in and around the great city of Argos, which is ruled by the pompous King Aeropos. The morning after one of the King's many festivals, the PCs are

hastily gathered by the king's guard. A beautiful young woman, Themise, was caught in the king's chambers and she supposedly tried to assassinate the king with an unusual dagger. The girl pleads ignorance, but the guards mandate that the PCs to remove the girl from the city. The king's men are too afraid to do this task themselves, since it was once prophesied that if a girl was ever grievously harmed by the king's hand, he would be cursed. So, his guards instruct a group of strangers – the PCs – to escort the girl from Argos.

Themise declares that she is innocent and begs to be taken to Argos' harbor, located several miles away. Along the journey, the PCs are accosted by an arrogant prince, who wants the girl to be his wife. Dealing with the prince isn't too troublesome, but in doing so, the PCs may earn an enemy of his family, including his older brother who lurks outside the city with a group of Spartan spies!

Eventually, Themise is returned to the sea, where it is revealed she is actually a daughter of the god Triton. Angered that King Aeropos mistreated her, Triton curses the city of Argos. He threatens that unless the king sacrifices 40 of the city's children to the god in three days time, he will summon a monstrous boar to rampage and ruin the land!

The boar is soon sighted, and the PCs can track it to its lair in a cave in the hills. This cave is a *charonium*, an entrance to the Underworld itself. There, the PCs discover that the other gods, especially Hera, the matron goddess of Argos, are displeased with Triton's heavy price. These gods would see

that the PCs dispatch the boar, but the boar is said to be invulnerable to mortal arms. Only the long-deceased hunter, Kallimachos, has ever slain such a boar in the past.

The PCs journey into the Underworld to find Kallimachos, or even ask for help from Hades himself. They are told that the secret to slaying the boar lies on Kallimachos' birthplace, the island of Theronisia.

Sailing to Theronisia, the PCs will explore the small island and discover multiple ways to defeat the boar. The old, blessed spear of Kallimachos can be found, and so can a ruined temple to Hephaestus, which is infested by harpies. Cleansing the temple may inspire the god of fire to create divine new weapons for the PCs.

The adventure concludes back in Argos, where the PCs must defeat the monstrous boar before the king sacrifices dozens of innocent souls to Triton!



THEMISE

It is a idyllic summer afternoon in Argos. Above the rolling hills, the sun casts a golden glow on the city's palace and bustling agora. Citizens clad in simple chitons gather at the bottom of Phoroneus Hill, exchanging goods and stories of last night's festival under the shade of the king's palace.

Suddenly, six soldiers bearing the livery of King Aeropos surround you. A pointy-bearded veteran guard, LEANDRE, known for his strength and unwavering loyalty to the king, points at each of you.

"Hearken, O noble citizen, to the decree of King Aeropos of Argos, whose command resounds with the voice of authority. Today, a grave task he sets before thee, one which his own steadfast guard dare not undertake. Hasten with us now, if thou holdest dear thine honor and thy very life!"

Hurriedly escorted into the king's *andron*, his living quarters, the PCs see that its largest room has been set up as a banquet hall, with colorful couches and fine wood tables adorning the place. However, this room has seen recent abuse from the evening's celebration. Spilled wine and half-eaten meat litters the floor, and two dogs fight each other over the scraps in the corner. There is no sign of the king.

Two of Aeropos' bodyguards, well-trained from the scars on their faces, hold a doe-eyed, pale skinned young woman in the middle of the room, THEMISE. She is distressed and her hands are bound with rope, but her blue eyes pierce those looking at

her. Leandre places the woman's tether into the hands of the strongest-looking PC.

"Take this maiden, for she is a spy. King Aeropos found her in his chambers, her eyes upon his sacred ledgers. When the king, in his wisdom, questioned her, she dared to strike at him with this very blade."

The captain tosses an unusual-looking curved dagger on the floor.

"The king decrees her exiled. Drag her to the farthest boundaries of our realm, or, should she resist, end her life swiftly and without mercy."

With that, Leandre points the PCs to the exit and instructs them to quickly get the girl far from Argos. He refuses to answer any questions, and will threaten both the PCs and the girl with their lives if they resist the king's order. The guards show no interest in the dagger, and do not mind if the PCs take it.

A Wis check recalls that years ago King Aeropos was informed of a dark prophecy: if a girl was ever grievously harmed by his hand, he would be cursed by the gods! Clever PCs will deduce this must be the reason he is ordering complete strangers to remove her from the palace! (If the PCs fail this roll, an NPC later in the adventure may reveal this to them.)

Careful study by a warrior identifies that the dagger is *fine* quality (+1 damage) and has a distinct curved blade with an olive wood handle. If examined, the handle has a carving of a twisted, ouroboros, a ram-horned serpent coiled into a circle.

In an unusual dialect, Themise curses the guards and their king, prompting one or two of the young guards to threaten her once more before their wiser captain orders them back.

Only once the girl is out of the palace, is she is willing to talk more the PCs. She begs the PCs for their help, and tells her story:

“My father, confident in the sweetness of my song, sent me forth to the palace of King Aerpos in time for the great festival of Hera. But upon my arrival, the king, in his haughtiness, spurned my offering, declaring that I was not beautiful enough to be worthy of his ears. Undeterred, I crept into his chambers, seeking to fulfill my father’s wish and win the king’s favor with my song. Yet once more, he turned me away, his voice laden with curses upon me and my kin, and he threatened my very life. In my despair, I insulted him in return, proclaiming that if I lacked beauty, then he must be so hideous that rivers themselves alter their course to shun his reflection. Please, I beseech thee, take me to the sea, that I may flee this wretched city and find peace.”

- If asked about whether she attacked the king, Themise denies it. Nor, she claims, did she carry the curved dagger that was said to have been used in the attack. She does not know where it came from and believes the king is lying to get her expelled. (See Extending the Adventure for details on who might have planted this knife.)
- If asked more about her father or family, she is only vague. “He is king of a vast sea and he calls many islands his own.”
- If asked why she wants to be taken to the sea, she says that her brother’s fishing boat is waiting there for her, to take her back to her father’s island. *GM’s Note: This is a lie, she just wants to get back to the sea to return to her father Triton.*

A HAUGHTY PRINCE AND HIS MOTHER

Moments after the PCs depart the palace hill, they hear the jeers of the men and women who are loyal to the king. Many were at the festival last night and witnessed the girl’s awkward approach of the king. To impress the king and those watching, they loudly harass Themise and the PCs with their shouts – “assassin!” “wretched girl!” “stupid spy!” and worse are heard.

As the PCs leave the hill where the palace sits, they are followed by several young men (one per PC) through the narrow streets. At first, the nobles follow discreetly (with their effective SHADOWING skill of 9). But they are too rude and still too drunk to perform stealth well. Among them is a tawny-

haired, strong-jawed scion named LOUKIANOS. Loukianos saw the girl make her entrance at the feast last night, and now that the king has rejected her, believes she will make a fine wife for himself.

Once spotted, the scions resort to rude taunts and shouts, demanding that the king would be delighted to see her married to one of them. Loukianos’ old, iron-willed mother, CLYMERE, eggs him on, challenging him to prove his worth and woo the girl. She promises the PCs that Themise will be treated well in their house, but she says this with no kindness or empathy. When Themise ruefully ignores the group, Clymere instructs her son to chase the PCs away from the girl.

Because of his mother’s dominating influence, it will be difficult for the PCs to drive off the nobles with mere words. The PCs must overcome Clymere’s will before Loukianos will back down! (She does, however, tend to respect status, so if any PC is higher status than her, she is more easily swayed!)

The noble youths will eventually resort to force and beat the PCs away. However, most of the nobles are cowards and unskilled; they will likely flee if they take more than half their HP in damage. Loukianos, however, will fight as long as his mother continues to yell at him.

However, if Clymere suffers any damage, or her son is wounded badly (more than half his HP), she suffers a heart attack! She dramatically falls to the earth and passes away a few minutes later, with only a 5% chance to save her if she is treated (alas, ancient Greek medicine...). As she falls, the crowd around the PCs gasp in horror. With her dying breath,

Drunken Scions

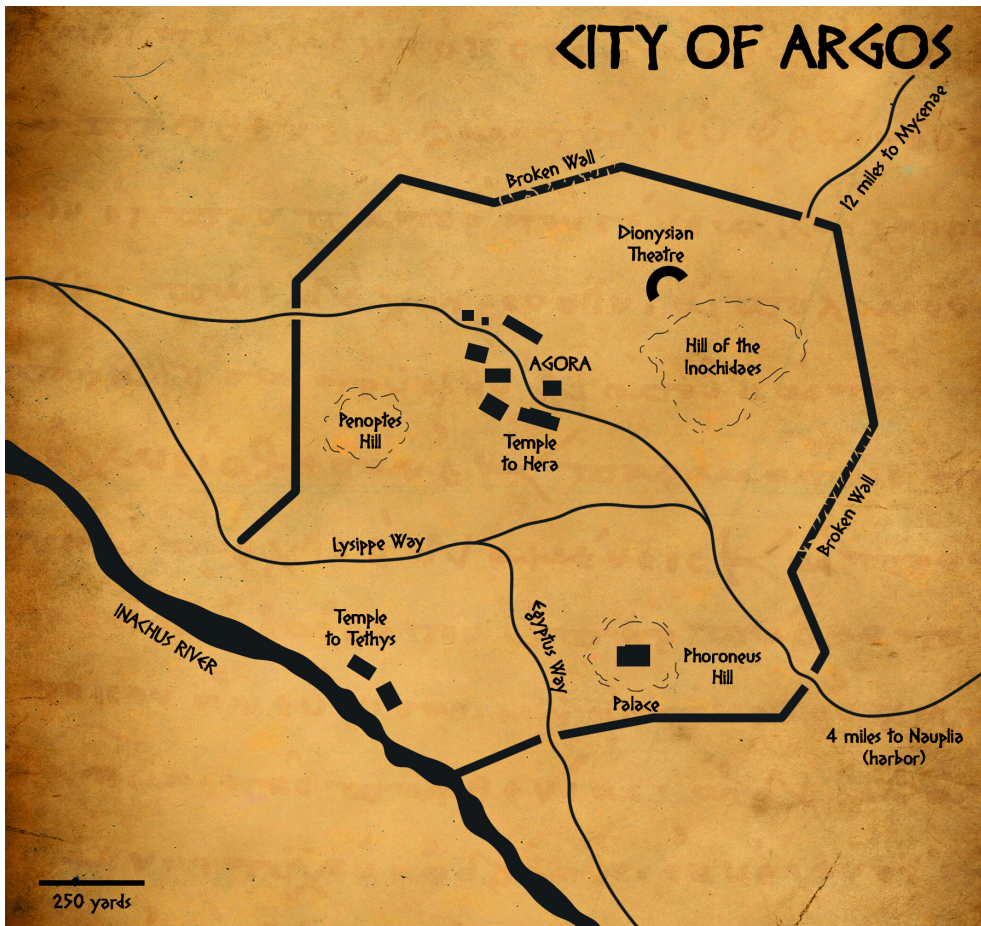
Armor Class 9 [10]
Hit Dice 1 (4 hp)
Movement 90' (30')

Morale 8
Alignment Neutral

THAC0 19 [+0]
Attacks 1 x Knife or Club (1d4)
Saving Throws D12 W13 P14 B15 S16
XP 10


Notes: Loukianos is identical to the other scions, but has 6 hp, THAC0 18 (+1), and wields a heavy staff (1d6 damage).





KIRIN THE OARSMAN

After the encounter with the nobles, a figure, KIRIN THE OARSMAN, emerges from a nearby building, to aid the PCs. Dressed in the outfit of a citizen oarsman, he introduces himself as a friend, and someone whose family long had grievances with Clymere and her sons. He volunteers to treat the PCs' wounds and shouts away any lingering nobles who are still threatening the PCs.

 Note that one of the pregenerated PCs, Talaus, knows Kirin as he traveled on a long voyage with the man a decade ago. He is a familiar sight to this PC, and is known for his quick jests and steadfast endurance even in the most challenging of circumstances.

- If the PCs have killed either Loukianos or Clymere, Kirin warns that Loukianos' elder brother, KLEONAX, has recently returned from a war overseas, and will surely seek re-

Clymere spits a curse at one of the PCs (preferring the one who struck her or her son, or failing that, the closest person attending her):

“By the tears of Demeter mourning her lost daughter in the Underworld, may your heart be forever weighed down with grief. I curse you to wander this earth, never knowing a moment of joy.”

Give the cursed player **Handout A**, which describes the curse. The PC becomes woe-ridden, pessimistic, and baleful. Visiting the priests at either of the two temples in the city, or succeeding a Wis check reveals that such a curse can be lifted by praying for a full day at the great temple at Mt. Euboea (where the great oracle at Heraoin lives), or otherwise finding the favor of a sympathetic god.

During the brawl, Themise will take advantage of any commotion to flee towards the sea. Also, if by some chance the noble thugs beat the PCs, or manage to seize Themise, she proves to be slippery and escapes, running into the crowd towards the sea.

venge. He mentions that Kleonax was recruited by Spartans that he met during the war, and now serves with them as a spy, lurking in the groves outside the city. He urges the PCs to flee of the fight the scene quickly. In fact, Kirin will even offer to talk to a few captains at the docks to offer the PCs passage to another nearby town. “Beware, for Kleonax and his Spartan comrades are not to be trifled with, Fierce as lions in battle, their hearts hardened like bronze, they are unyielding as the rugged peaks of Taygetos.”

- If asked more about Kleonax, he only says the man is an unrivalled warrior, and that he also was at the previous night's feast with the king, but left early, angry at some exchange that had happened there.
- If shown the dagger, Kirin says that he saw one of the king's guard a few weeks ago carrying a similar knife. He has no more information on the knife or the symbol on its handle, but can direct the PCs to a knife dealer in the harbor market.
- If asked about Themise, he shows empathy for the poor girl. If the PCs have not heard King Aeropos' prophecy, he will tell it to them: “No harm shall you bring upon a maiden's flesh, for should your hand spill her blood, your crown shall crumble, and your kingdom fall to dust.” He urges them to find the girl quickly, if she has escaped.

With good roleplaying, Kirin will agree to accompany the PCs for some distance, perhaps to the docks to assist them in finding Themise. Otherwise, he will go on his way, wishing the PCs luck in these dark times.

THE HARBOR OF ARGOS

South of the city Nauplia, the masts of several new triremes stand tall like sentinels, watching over the many merchant ships entering and leaving Argos' bustling docks along the Inachus River, which leads to the sea.

If Themise escaped during the confrontation with Loukianos she will be difficult to find in the bustling port. Finding a good vantage point allows the PCs to spot her heading off to the north, away from the docks and towards the naked beaches of Argos. Or, if the PCs ask around and perhaps use some social skills or contacts, they may find someone who saw her heading in that same direction.

In all likelihood, by the time the PCs catch up with Themise she is waist-deep in the sea, distraught and crying. Some nearby fishermen point to her and yell that she's trying to drown herself. When she sees the PCs, she will cry out that she only wishes to return to the ship that brought her to this awful city.

GM's Note: If the PCs managed to keep hold of Themise, or caught up to her quickly, she will look from boat to boat in the port, hoping to find her brother's ship. When she fails to find it, she increasingly becomes distraught, then urges the PCs to take her to the ocean where she hopes to glimpse it.

As the PCs engage with the upset Themise, a great iridescent fish bursts from the sea. The fish is massive, easily the size of a small trireme, and the waves swirl around it in mesmerizing patterns. Two amphitritons, nymphs with crab-like crowns and fins instead of feet expertly swim towards Themise. There is no doubt the incarnation of the god Triton! As the fishermen cry out in fear, the fish speaks in a strange, lost dialect of Greek:

"Down with Argos!—a clamorous curse, a dirge of ruin upon its king! Crouch at your shrines at home for the doom is unloosened and cometh!"

"In the fullness of three days, have heed. Let men with sacrifice and augury give to the sea a full forty striplings to pay thy vows for the insult done to my daughter Themise. Fail or tremble at this task, a great boar will ravine upon Argos' flesh!"

GM's Note: While the curse is spoken in a lost dialect, an INT check unravels its exact meaning. Unless forty teenagers are sacrificed to Triton in three days time, he will unleash a horrible, man-eating boar on the lands of Argolis!

OPTIONAL PORT EVENTS

Eck, the Emboldened Boy. While looking around the marketplace, ECK, an ugly young, mop-haired boy points at one of the PCs, and excitedly declares them the "Great Bane of Silver-haired Crones." The boy, who saw the previous conflict, continues to cry out epithets until chased off, bribed, or beaten. "Beyond! The Harbinger of Elderly Woe! The Taker of Silvered Memories." If this goes on long enough, the nickname will stick to the PCs!

The Knife Merchant. PALLANS, a white-bearded merchant, displays a table of fine knives, including ones of unusual design. He claims one was forged by "the beast-men who live in Persia," and another which he claims has been used to cut the hair of the muse Terpsichore herself! He is willing to sell either for a pretty price (10× the normal price). The beast-men's knife has no special properties other than its exotic, rugged design. However, Terpsichore's knife is treated as a +1 *weapon*, and can beautifully cut hair or trim beards. If shown the curved knife from the king's quarters, Pallans recognizes it. He says that he has seen a cult of soldiers from the east who have carried such knives on foreign campaigns. "They call themselves the Relentless Sons, but I know not more."

The curse spoken, Triton disappears back into the water. Themise is led into the deeps by the amphitritons, who will escort her safely back to his underwater kingdom. As she leaves, the sorrowful girl apologizes to the PCs for the troubles she brought them, and promises to speak well of them to her father. If the PCs make effort to stop Themise from departing, the amphitritons will become hostile, using their magic to turn the forces of the ocean on the PCs to wash them away from the girl.

Nearby, the astonished fisherman start gossiping amongst themselves. Some kneel in reverence, others scream at the sea in anger — "Why must we pay for the folly of Aeropos?" they ask. Other men rush from the scene, eager to tell others what they have seen.

ARGOS IN CHAOS

King Aeropos hears Triton's message within hours of its delivery. He has no intention of letting his kingdom be ravaged by a flesh-eating boar, so he quickly hatches a plan for his soldiers to round up forty teenage boys and girls to become sacrifices to the sea. As night falls, the king's forces move sur-

prisingly fast – the last thing he wants is for the mothers and fathers of Argos to have the time to hide their children away in the countryside.

The king, however, has no *immediate* plans to sacrifice the children. He knows that he has three days to answer Triton. After he has captured the forty victims, he orders them locked inside his palace until he determines his options, or perhaps even consults the Oracle at Heraoin. But by midnight, the wails of parents are heard in the streets.

SOLDIERS LET LOOSE LIKE DOGS

This nighttime encounter can happen on the streets, or even outside one of the PC's homes. The PCs are interrupted, perhaps even woken, by a young mother, PYLIA, rushing at them. She drags a bewildered and scared teenaged girl, CORA, behind her.


"They are chasing us like dogs! In Demeter's name I beg you... hide my daughter!"

Rushing after Pylia are several club-wielding soldiers (one per 2 PCs), perhaps some of the same ones the PCs encountered earlier in the day when they were handed Themise. They are clearly hunting the pair. One soldier holds back a fierce dog, who barks ferociously. The young girl ducks out of view.

"We see you with the girl, turn her over or by the king's name we will not show mercy," barks the lead soldier.

Pylia draws a knife and rushes the guards, hoping to stall them so that her daughter can escape with the PCs. Unless the PCs act immediately, she'll quickly get cut down by the guards, who will resume their hunt.

If the men are challenged by armed PCs, they'll draw their swords and threaten to beat the PCs senseless if they dare interfere with the "king's business." The PCs will either have to quickly hide the girl, use fast-talk or similar social tactics to talk their way out of the situation, or intimidate or fight the soldiers off.

 One or more of the PCs may have family in town affected by this event. The pregenerated PC Talau is the proud father to nine children who live near the palace! With his danger sense, he realizes that there is little doubt that Aeropos' men will come for his family. If he races home, he'll find these soldiers trying to break down *his* home's door to steal away at least one of his children! This scene can effectively replace the above encounter.

King's Soldiers

Armor Class 6 [13]
Hit Dice 1 (4 hp)
Movement 120' (40')

Morale 8
Alignment Neutral

THACO 19 [0]
Attacks 1 x Shortsword (1d6)
Saving Throws D12 W13 P14 B15 S16
XP 10



Lyssóphonos the Mad Howler: One of the men will unleash his barely-trained, feral attack dog on the PCs. It has AC 5, 7 hp, and bites for 1d6 damage, XP 20. See p.17 for full stats

AEROPOS SPEAKS

The next morning, the citizens of Argos have absorbed what has befallen them. Their king is locked away in his palace with dozens of their children. The people praise the brave mother, Pylia, as a martyr who sacrificed her life fighting Aeropos' soldiers to protect her daughter from being stolen. Protesters appear in the streets, and Aeropos' spokesman Leandre tells the angry crowd that the king will speak soon.

Around noon, King Aeropos emerges on to his palace balcony. He solemnly proclaims it a dark day when a god such as Triton would seek harm on his city, and believes strongly (so say his advisors and priests, he claims) that the city and its people have long been guilty of many offenses to Triton:

"O children of Argos, hear me well, for today the winds of fate blow dark upon our land. My advisors, wise in the ways of augury, have spoken plainly: long have we offended Triton, lord of the deep. We are guilty, all of us. For years, our city has grown prosperous, yet we have forgotten the reverence owed to Triton. We mocked his dominion, failed in our offerings, and turned our eyes from his power. But the final stroke, the blow that cracked the very heavens, was my own failing. I did not proclaim his beloved daughter Themise beautiful enough. This, my people, was the spark that ignited the god's ire.

"And yet, it is not I alone who must bear this burden. No, the city as a whole has sinned, and the god's demand is clear: the blood of Argos must flow into the sea to quench his rage. Two days from now, forty virginal sons and daughters of Argos shall be led to the sea, not as mere sacrifices, but as saviors, to wash away the stain of our offenses. Fear not, for they shall be well cared for in the time before their offering.

“This is the will of the gods. Trust in me, trust in the wisdom of those who serve you, and trust in the mercy of Triton, once his hunger has been sated.”

The citizens of Argos are aghast, and many doubt the truth of his story, but they know not what to do. The fortified palace is well-protected atop a steep hill, and Aeropos has over a hundred loyal veteran soldiers at his disposal.

GM’s Note: Unless the PCs acted swiftly after the curse, inform one or two of the players that they have relatives or friends that have been rounded up and imprisoned – perhaps a niece, or a trusted friend’s eldest son. This event gives the adventure a more personal stake!

THE WOUNDED BOY

Soon, there is a sudden commotion north of the palace. Several local goatherds push a wagon into the agora. In the wagon is a teenage boy with horribly mangled leg. He is bleeding badly, and his strong but dull father, Phth weeps over the dying boy.

“It was the mightiest boar you can conceive! Bigger than the largest ox! But from its nostrils it spewed forth red flames, red as the blood of my beloved son!”

GM’s Note: If the PCs have befriended Eck, the boy who gave them a questionable epithet after the battle with Louikianos, he will be the victim of the boar. Otherwise, it can be some other random farm boy who was injured.

Phth explains that his boy saw the boar rolling in a field and quickly ran back to his house. But the boar took chase, crashed through the house and mauled the boy. The other goatherds corroborate his story.

The boy’s life can be saved with surgery, but there is only a 5% chance of success due to the primitive tech level of ancient Greece. If the boy is saved, Phth swears a lifetime of gratitude to the PCs, and will aid and even accompany them on whatever adventure they can imagine. If the boy dies, Phth wails and beats his chest, and is useless for many weeks to come.

The goatherds are terrified of the boar, and hesitate to return to their homesteads, but they also refuse to bring their families into the city’s walls for fear that King Aeropos will add their sons and daughters to his prisons. *“If we anger the king, our children are lost. But if we harm the boar, Triton will exact his revenge upon our flocks!”*

With some convincing (and perhaps some good social skill rolls), one of the shepherds will agree to take the PCs to the field where they saw the boar. The clearing lies about twenty

PRIESTS AND ORACLES

After the PCs have heard Triton’s curse and the king’s proclamation, they may hesitate to search for the boar, and instead consult with the various oracles and priests in the city.

Any priest of Hera, including the great oracle at Heroin, will augur that Hera is displeased with Triton’s curse. She thinks that Triton has overstepped in demanding such a harsh sacrifice, and would look to mortals to spite the sea god.

The priests of Tethys are less helpful. They only consult the constellations on certain nights, so they will need a full night to gain any guidance, and even then their learnings will be filled with riddles and redundancy. They will explain that the boar has been seen decades ago, on an island with many cliffs (which describes most islands in the area...). They say that the boar was slain by a tall hero, who they believe was later murdered by a nymph: *“Upon the cliffs where winds weep loud, a beast once roamed, with tusks unbowed. In shadowed time, a hero tall, With blade in hand, did see its fall. But beware, O men, for fate is spun, the nymph of night took what he’d won. In isle of cliffs, where sea meets sky, the hunter’s soul did fade and die.”*

minutes north of the city. There, the PCs will see torn ground and boar prints easily three times the size of a normal boar.

If the PCs walk to Phth’s cottage, they find it destroyed, its wood walls crushed by a creature easily the size of a wagon.

To track the boar, the PCs must succeed a Wis check to track the prints, or else recruit the help of one of the more fearless old goatherds who are in the area. The tracks lead to tall crags halfway up a rocky hill. Here, the PCs find a large and jagged cave entrance, its black mouth reeking of old decay.

THE CHARONIUM

The cave extends about a hundred feet into the rocks, and is tall and wide enough for men on horseback to enter. A dozen yards into the cave, an acrid, decaying smell overcomes visitors. These are poisonous vapors, though only a Wis check will identify them as such. PCs must make a SAVE vs. POISON or take 1d4 damage (cyclic every hour for 3 hours, regardless of whether they are in the cave anymore). Add +3 to the roll if the PCs think to use wet cloth to cover their mouths.

Those bold enough to progress beyond the vapors soon hear the trickle of a river. On the cavern walls they see faint im-



KLEONAX AND THE SPARTANS



Kleonax, son of Clymere, is the older brother to Loukianos, the prince who harassed Themise at the start of the adventure. For the last few years, Kleonax was overseas fighting the Persians and their bestial new allies, grotesque goat-headed men. He's returned to Argos with several other Spartans, part of a group that intends to ask King Aeropos to send troops to help with the war. But when the king earned Triton's ire, the Spartans were horrified and decided to wait to see how the situation resolves. A handful of Spartan warriors, led by a young soldier named ARCHIDAMOS, are camped in the nearby olive groves, their presence a secret. The GM can use Kleonax and these Spartans to add a twist to the adventure, or even considerable complication.

A Simple Vendetta – Most simply, Kleonax is a man with a vendetta. He is enraged that his mother is hurt or dead, and he and his brother Loukianos blame the PCs. Kleonax will recruit two of his Spartan friends and stalk the PCs to get his vengeance. They will show up and ambush the PCs as they leave

the underworld, or follow them to Theronisia, even stowing aboard their vessel to assassinate them at sea! Or, Kleonax will disguise himself, and befriend the PCs as they head to Theronisia, planning to betray them at the last minute, seize any orichalcum weapons, and defeat the boar himself!

Spartan Conspiracy – A more complicated twist is that the Spartans decide to take advantage of King Aeropos' weakness and replace him as the leader of Argos. This plot will hatch when the Spartans get word that the PCs intend to slay the boar (for example, learning that they have set out to recover the spear of Kallimachos), Archidamos, the leader of the Spartans, invents a bold plan. Having lost faith in the feckless King Aeropos, he decides to assassinate the king the night before the sacrifice! The king is a superstitious man and frequently bathes at night in a hidden spring that is sometimes home to a water nymph. He plans to bathe the night before the sacrifice. The Spartans learn this information and Kleonax and several warriors set out to kill the king at midnight. They think that with the king dead, and the boar stopped by the PCs, the prisoners will go free, the Spartans will be glorified as saviors, and then they'll be able to install a new king of their choice in Argos. This isn't as easy as the Spartans think. The king has no wife, so if he is killed, his honest and brave son Phoroneus is next in line to be king. A CURRENT EVENTS roll reveals that Phoroneus has been gone for over a year, searching for a silver ring that the Oracle of Heraoin told him about. The king also has a soft-spoken daughter, AEGIALE, who is preparing for her upcoming wedding in Thebes. Politically savvy folk knows that her fiancé may try to claim the throne. Note that even if the king *is* killed, the priests of Argos reveal that Triton's wrath is not fully satiated. While the prisoners may be freed, the boar will still emerge from the sea as planned.

Regardless of the plot the GM chooses to add, the PCs' acquaintance Kirin the Oarsman will give them some early warning that Kleonax and the Spartans have some nefarious plan in play. Kirin will be able to roughly describe Kleonax, and warn them that he's a powerful warrior hardened by many battles to the east. If the Spartans are planning to assassinate King Aeropos, Kirin may know of the bathing ritual, but finding the location of the hidden spring will require some good bribery of trusted servants, information gathering at court, or visiting the oracle at Heraoin who knows of such secrets.

expressions of skulls and hollow-eyed, mouth-agape faces, their expressions frozen in eternal despair. Anyone with a priest background or who makes a Wis check realize they have found a *charonium*, an entrance to Hades!

The cave passage ends in the underground River Styx. Its waters are thick and sluggish, black as pitch, reflecting no light but instead swallowing it. Oddly, some thin, petrified trees grow sparsely in parts of the water. There is no sign of the boar, the tracks end at the river.

Down the river bank, in the darkness, is a quietly sobbing figure. Soon the darkness reveals a figure, a ghostly shade, weeping by the river. The shade is nearly colorless and a soft glow emanates from its sad eyes.

GM's Note: This shade is of the NPCs who have died thus far in the adventure. Good candidates include the young boy wounded by the boar, Clymere, the mother of Loukianos, or Pylia, the young woman who refused to give up the location of her daughter to the king's men. If no one has died thus far, then it will be a shepherd DAMOETAS, a young man who saw the boar crash through Phth's house, gave chase to it to this cave, and was killed and devoured when the boar emerged and surprised him.

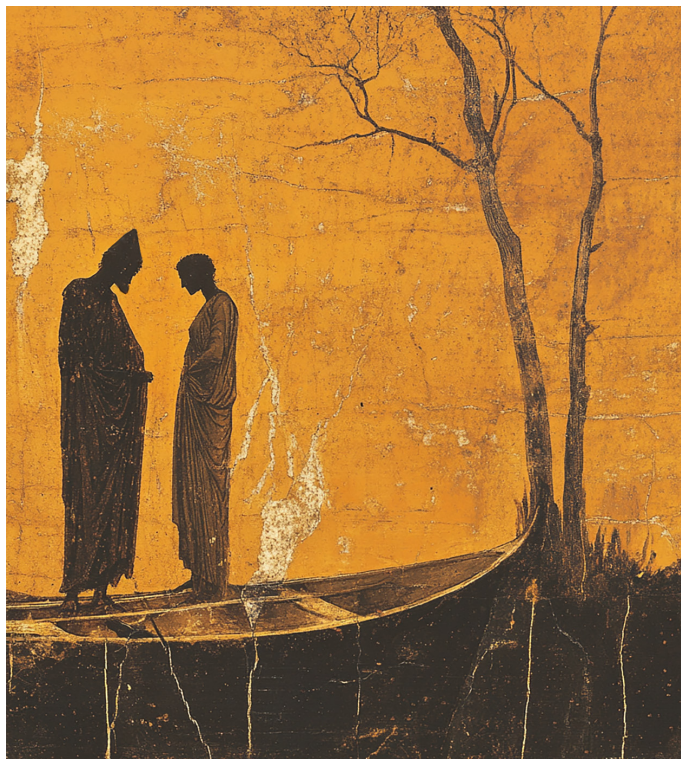
The shade is somber and speaks with little of the emotion they had in life. If the PCs knew the deceased, the shade barely seems to recognize them, only retaining vague memories of their life and death:

"Here I stand, awaiting the ferryman, but lo, He comes not, and the cold wind whispers of woe. Silent are the waters of the Styx, unmoved by fate, For Charon tarries long, and I stand here and wait."

With conversation, the shade explains that they saw the messenger god Hermes pass by not too long ago. Hermes gossiped that a great debate is happening among the gods, and that the goddess Hera believes Triton's wrath is unjust, and he asks too great a price from the people of Argos. Hera had sent Hermes to entreat with Triton, but the divine messenger was sent away. Now, Hera is angry at Triton and wishes for the boar to be slain, but Zeus has commanded that this may only be done by mortal hands.

Hermes told the shade that only the great hunter Kallimachos of Theronisia has slain such a boar before, using a spear forged by Hephaestus himself. But alas, Kallimachos is here, in the underworld, holding court with the dead.

Those with appropriate area knowledge recalls that Theronisia is a small island located about half a day from the shores of Argos. An INT check recalls the story of Kallimachos. After



being slighted by a sailor who said that he could tame any wave, Triton sent a boar crashing from the ocean to terrorize the man's island, Theronisia. Kallimachos appealed to the god Hephaestus, who gave him the spear he would use to kill the boar. If the roll is made especially successfully, it is also recalled that years later, Kallimachos died when he was hit by a heavy tree branch while chasing a nymph. Additional details of this story are vague, even to the best historian. Certainly, there is no record of what happened to Kallimachos' mighty spear.

Near the end of the conversation, the PCs will hear a small boat paddling up the river. The ferryman of the dead, CHARON, approaches to take the shade on their final journey.

The PCs will have two paths in front of them. First, they might venture into the underworld to speak to Kallimachos himself. Or, they could abandon the underworld and sail to the island of Theronisia to find some evidence of to Kallimachos' spear.

INTO HADES' UNDERWORLD

Charon soon appears in the gloom, guiding his gray, flat boat through the currents. An eye is painted on the prow of the boat. Charon looks like an elderly man – he is tall, gaunt, and bearded and wears a brimless sailor's cap.

The shade hesitates when they see the ferryman. Charon ignores the PCs and speaks to the shade with a fatherly voice:

“Why do you falter? Why do you hesitate? What use are tears, when all is already written? I am but the ferryman, not judge nor doom. The river awaits, its black waters still and deep. Come, soul, to where the living fear to tread. Delay no more—the Underworld is patient, But time, even here, is not your ally.”

Convinced, the shade boards Charon’s boat. Charon will pause a moment to inquire as to the PCs’ presence in the underworld, but he turns sharp and mean-spirited when talking to mortals and his eyes burn with flames. (He does, however, have a soft-spot for young women, and those who flatter him).

- Charon confirms that Kallimachos is in the underworld along with other great hunters. They are held in a place called the Alopeion Grotto. It is guarded by a *fury*, which keeps the hunters away from more peaceful shades.
- He confirms that the messenger god Hermes was recently visiting the underworld to entreat with Hades. He believes that Hera sent Hermes to speak to Kallimachos so that she could better understand his tactics against Triton’s original boar.
- If asked more about the boar, Charon says that it has been asleep here in the underworld for decades. It recently awakened and left the cave to feast on acorns to regain its strength, but it can appear and disappear at will, or even emerge from the waves at Triton’s command. Charon warns the PCs that it is impervious to men’s ordinary weapons, but will not ravage the farms or city of Argolis until Triton commands it to. He doubts it will be seen again until it is time for the sacrifice.

For a single coin apiece, Charon will agree to ferry the PCs deeper into the underworld. He can take them to Kallimachos in the Grotto, or even Hades himself (but only on an with great roleplaying and/or a CHA check!).

The journey up the River Styx is silent. The air is thick, stifling, and carries the scent of decay and damp earth. Distant ghostly whispers can be heard echoing off the cavern walls. As the PCs travel deeper into the underworld, they must make a SAVE VS. DEATH or else feel their emotions flatten and their hope fade. GM’s should encourage players to roleplay it!

THE ALOPEION GROTTO

Several miles down the river is the Alopeion Grotto. It is carved into the black cliffs that loom above the waters of the Styx. Its mouth yawns wide, twisted roots and vines hanging over its entrance. A lamp burning with green fire illuminates the entrance to the grotto, but nothing can be seen past that.

Charon will dock his boat at the mouth of the Grotto. He points to a bell on the lamp pole, and instructs the PCs to ring its bell when they are ready to leave.

Diphryx

Two-headed Sabertooth

Armor Class 6 [13]
Hit Dice 7 (32 hp)
Movement 150' (50')

Morale 10
Alignment Neutral

THAC0 13 [+6]
Attacks 2x Bite (1d6)
Saving Throws D10 W11 P12 B13 S14
XP 450



The grotto is a mockery of a forest. Petrified and twisted cyprus trees, sinewy vines, and gray-leaved ferns make for a strange environment. The howls of beasts can be heard breaking the silence, but they belong to no known animal.

There are many paths into the wood, but they are all infernally designed to run visitors in circles. Within minutes of entering the grotto, the PCs will become lost and confused, and must SAVE VS. SPELLS or suffer -2 to all rolls in the grotto.

The fury who maintains the grotto does not take kindly to visitors, assuming that they mean to rescue one of the hunters who are held here. She will unleash her diphryx, two-headed lions with saber-like teeth, to drop down from the branches and ambush the PCs. *GM’s Note: The number of lions should be one less than the number of PCs, but the GM can adjust depending on the combat effectiveness of the party.*

Once the diphryx are dispatched, the PCs hear footsteps coming through the woods. Several men show up, holding spears and dressed in simple leathers. While they are shades, they still hold some small semblance of their personalities. They express disappointment that they showed up too late to help in the hunt.

Among the hunters is the shade of deceased Kallimachos. He is a tall man, once handsome, sandy stubble and a strong chin. There is a large and ugly bruise on his head. He is astonished to learn that the PCs are looking for him, and is eager to hear news of the outside world. However, Kallimachos’ recollection of his life is foggy, so the PCs must use their knowledge of him and his island to rouse his memories.

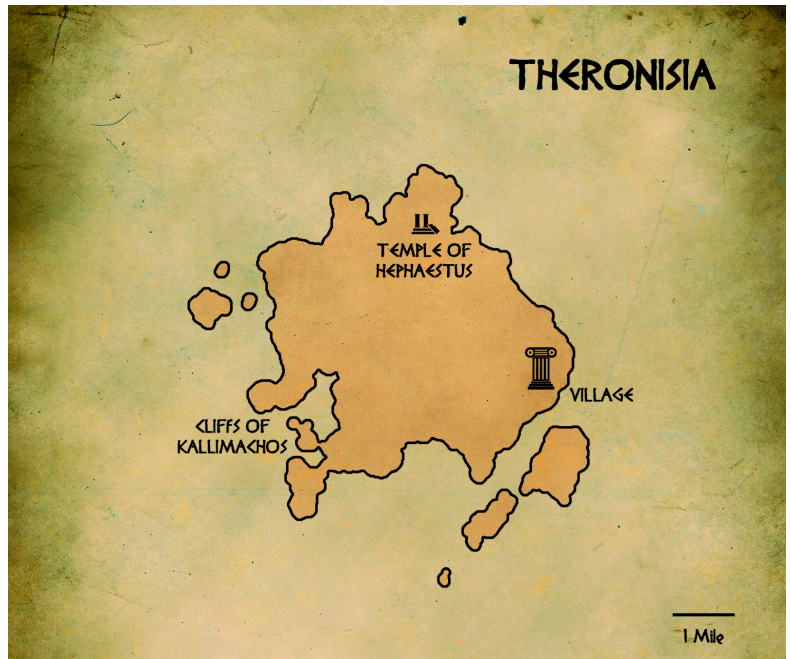
- Kallimachos will recall the story of the original boar he slew. Decades ago, his cousin insulted the power of the sea, claiming to be able to tame any wave, and was killed by a massive boar Triton summoned. After his cousin's demise, he had expected Triton to send the boar away. But Triton did not, and the boar rampaged the island of Theronisia freely. He went to an abandoned, cliffside temple to Hephaestus on the island, which was infested with harpies. After chasing them off, Hephaestus appeared and forged him a boar spear. Kallimachos then ambushed the boar and slew it by stabbing it through its tongue.
- If asked about the whereabouts of his spear, he'll sadly recall that in the boar's death throes, the spear was thrown from its mouth off the cliff and into the rocky sea below. Figuring Hephaestus wanted his spear back, he did not look for it.
- He warns not to eat the meat from the boar, else that will earn the wrath of another god, Artemis, who he thinks created the boars for Triton. He heard this from a young priestess, JOCASTA, who lived on his island.
- Kallimachos sadly explains the fame he earned from his feat went to his head, and he thought himself worthy to wed a nymph. He chased after a nymph he saw in the forest, but whether through a curse or ill-fortune, a tree branch fell on him and killed him.
- If asked about the fury who monitors the grotto, he shrugs and says she leaves the hunters alone, occasionally freeing stags for them to chase.

The hunters will show the PCs the way out of the grotto, where Charon will take them out of the underworld, or further into the depths...

THE THRONE OF HADES

If the PCs impress Charon, he will reluctantly grant them an audience with Hades himself. He'll row the PCs to the twilight palace of the God of the Dead. Twisted iron gates, cold and unforgiving, guard the pillared entrance where shades shuffle in silence. A beautiful, fierce fury escorts the PCs from Charon's boat to Hades' dim hall:

Hades sits on his throne of bone and basalt, draped in shadows that seem to move of their own accord. His eyes, deep and endless voids, stare with a calculating gaze, weighing your very souls. His hands rest casually on the arms of the throne, fingers lightly tapping. His presence is suffocating, a slow tightening of dread that crawls up the spine and grips the throat. There is no warmth here, no flicker of mercy or kindness, only the impenetrable stillness of death's finality—and he, its ruler, an immovable force seated in the depths of eternity.



Merely beholding the god warrants a SAVE vs. DEATH or be paralyzed! Hades will patiently listen to whoever dares speak with him.

- He confirms what Charon had told them. Hera is displeased that Triton has asked such a heavy price from the city of Argos. She wishes the boar to be slain, hoping the beast's death will persuade King Aeropos to free the children of Argos.
- Hades says that he has banned Triton from housing his boar in his underworld any more. The boar can only appear in a certain location near the shores of Argos, a cove north of the harbor where the waves are high enough for the boar to appear from within them.
- Hades warns the PCs that the boar is deadly, even to those who bear weapons of the gods. But he also reveals that the boar is not truly invulnerable to mortal weapons, but its hide is as tough as that of three elephants.
- If the PCs have not yet visited the hunter Kallimachos, Hades will tell them to speak to him, and instruct the fury to take the PCs to him.
- Hades has no weapons to give the PCs and is irritated if they ask. *"I am a lord of souls, not a smith to mortals."*

If asked for additional help, Hades will consider it. On a good reaction – and a good telling of the story – he'll remove Clymere's curse. With truly great roleplaying, he might also bestow a gift:

For those of high status, he will give a *Cloak of Erebus*. This shadowy cloak is woven with the threads of the underworld's darkness. When worn, it muffles steps and allows the bearer to move unseen in the blackest night (treat as an *Elven Cloak*).

For those of lower status, he grants them each a *Phial of Lethe's Waters*, a small vial filled with water from the river of forgetfulness. Sprinkling this on the boar or even on the ground in the boar's path will dull the beast's memory and senses, making it lose its focus and forget its rage. This will effectively stun and confuse the subject (+4 to its AC, with a 30% chance of breaking the confusion each turn).

THE ISLAND OF THERONISIA

Theronisia is a small, rural island located six hours from Argos. Getting there is easy – a boat can easily be hired near the docks for a few coins, and most of the captains know the island's location. Or, if the players have befriended Kirin the Oarsman, he will volunteer to rent a boat and take the PCs himself:

GM's Note: If Kleonax, the eldest son of Clymere, is stalking the PCs, he may try to disguise himself and two of his friends as fellow travelers, and then attack the PCs on the boat once they leave the harbor! See Kleonax and the Spartans, p.8.

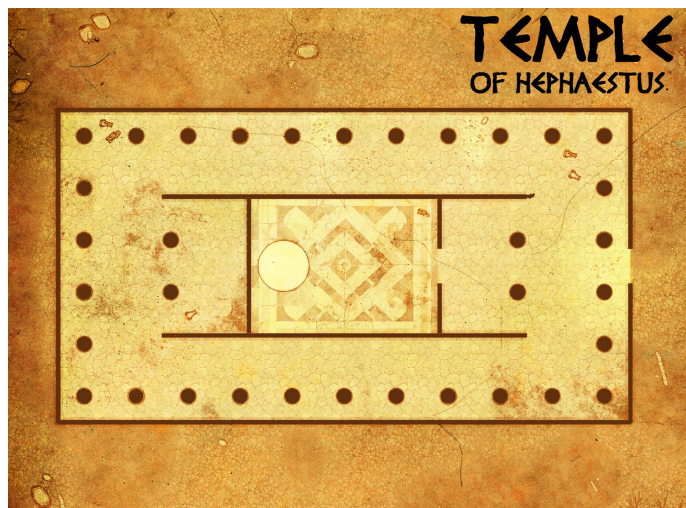
The island is home to a quaint village; only a hundred or so villagers eke out a living here through fishing and the trade of rare metal nuggets they occasionally find near the shores of their island's cliffs. The village is not overly friendly to outsiders. This is especially true now that they heard one of Triton's boar will be rampaging Argos. They had their own problem with a boar decades ago, and pray that Triton does not remember that one of their men slew it!

Not too long after they arrive, the village elder, a sick and coughing old priestess named Jocasta is willing to hear the PCs' story. As long as the PCs are respectful, or volunteer to treat her illness, she confirms that she once knew Kallimachos, the hunter who killed Triton's boar. As she tells the story, she becomes wistful and teary-eyed; it is clear she once loved the man.

Jocasta can direct the PCs to Hephaestus' abandoned temple (which she warns is cursed after being desecrated by goat-headed men centuries ago). She will also direct them to the cliff where Kallimachos fought the original boar. Both require an hour-long climb up steep, rocky hills. If asked about the whereabouts of Kallimachos' spear, she does not know, but repeats the story that he lost it during the fight with the boar.

THE TEMPLE OF HEPHAESTUS

The ruined temple of Hephaestus is located on the northern end of the island. It was once a large structure surrounded by columns, but is now ruined, with rubble and debris everywhere. The main structure, however, can still be entered.



Pox Harpies

Armor Class 7 [12]
Hit Dice 3 (13 hp)
Movement 90' (30')

Morale 7
Alignment Chaotic

THACO 17 [+2]
Attacks 2 x Claw* (1d4)
Saving Throws D12 W13 P14 B15 S16
XP 50



Infection: Anyone wounded by a harpy must make a *SAVE vs. POISON* or become infected and lose 1 HP per day for 1d8 days.

Queen: One of the harpies is a queen with 15 hp.

These ruins are infested with malicious harpies (1 per PC), emaciated, half-woman, half-vulture creatures draped in tattered feathers. These harpies are diseased and covered in pox, a curse bestowed upon them when their ancestors ate the corpses of the goat-headed men who attacked the temple.

The harpies hide amidst the debris and ruins. They are well-camouflaged for this (effective *CAMOUFLAGE* skill of 14). They are cowardly however. They wait until the PCs enter the structure and then will push a large boulder over its entrance, to mock and starve them. Pushing the boulder away requires up to three people with a combined STR 35!

The interior of the temple is a single large room surrounded by columns, with an interior shrine in its middle. The inside is dim, with only a few shafts of light breaking through some fallen stones near the ceiling. A few harpies will perch on these openings and chortle and gawk at the PCs below, and perhaps even throw stones at them for fun. While the harpies

do not talk, they can grotesquely mimic a few words the PCs speak to mock them.

If the PCs are trapped inside the temple, they can escape through three holes near the ceiling along the northern wall, but this requires climbing up the wall (a DEX check due to the sheer surface), and then dropping down on the other side (another check, else fall 25' to the ground and suffer 2d6 damage). Or, PCs could get clever and knock a weaker column over and crash it through the wall of the temple; assume this works 50% of the time, with a roll of 95%+ indicating the entire temple starts to collapse! An architect or mason will find just the perfect spot and increase the chance by +30%!

The interior of the temple once held an intricately crafted marble floor, but it is cracked and ruined, and rusty stains cover its stone marble. A bronze relief on the far wall depicts the god's many creations—chariots, armor, and legendary weapons forged by his children, the cyclops. An image of the god, holding aloft a hammer, is in the center of the relief.

If the PCs beseech Hephaestus for help, he may listen and aid those who ask. This begins with a 20% chance of success, or 40% for priests or demigods. Add +10% if the subject has Cha 15+. Add +20% if the PCs have rid the temple of harpies, and another +20% for great roleplaying.

After the prayer is successful, one of the cyclops in the relief animates. The bronze groans, shifts, and morphs with expressions, and then speaks in a deep voice, echoing through metal:

"Hear the word! Hephaestus, ally to Hera and protector of Argos, speaks! Arrogant Triton, in fury, sends his monstrous boar to ravage both the pious and the skilled—none are spared his wrath. Yet now Hephaestus turns his gaze to you, heeds your call, and with iron hand grants his favor against Triton. Go forth, and may fortune guide your steps!"

Thus spoken, the object that Hephaestus is holding in his relief has changed and suddenly falls to the floor:

- If the roll was a 95%+, Hephaestus instead becomes angry and the temple quakes and collapses, forcing the PCs to run for safety. All the PCs must make a SAVE vs. DEATH to escape, or else take 2d8 damage from the debris.
- If the roll failed, the object is a single arrow made with an orichalcum arrowhead. This is a fine, balanced arrow and will do +1 damage and has +1 to hit.
- If the roll succeeded, the object is a fine orichalcum short-sword (which does +1 damage).
- If the roll succeeded by 3 or more, the object is a very fine spear with an orichalcum spearhead. This spear is identical to the one the PCs may have found below the island's cliff (effectively a +2 weapon).

- If the roll is 5% or less, in addition to the spear, Hephaestus grants a god-forged helmet, a *kranos*. This gives a bonus +1 to AC. And, unlike typical Greek helmets, this magical helmet does not limit hearing or vision. It is also blessed by Hephaestus for the particular purpose of slaying the boar. The first injury that the wearer takes from Triton's boar turns into a flesh wound (only 1 hp damage).

Note that against Triton's divine boar, orichalcum weapons overcome its near-invulnerable hide.

THE CLIFFS OF KALLIMACHOS

The cliff where Kallimachos fought the boar is as scenic as a painting. Patches of dark green cypress and olive trees surround the cliff's edges, although some are broken in the area where the boar once tumbled from the cliff. A hundred feet below, the sapphire waves of the Aegean crash against the rocky shore. The air here is thick with salt and the distant cry of seabirds, and amazingly, the ground still bears the faint scars of Kallimachos' ancient battle.

If the PCs investigate the cliffside, they'll see many shallow pools far below them. From here, there is only 5% chance to spot Kallimachos' spear in one of those pools!

If the PCs are brave enough to climb down, they have a better chance of spotting the spear. Climbing all the way down requires three DEX checks, in which case there is an 80% chance to spot the spear lying in a shallow pool. Otherwise, each check increases the odds by +25%.

Creative PCs may think to avoid the climb and instead boat to the cliff's edge, though the waters are dangerous and the rocks could easily sink boats. A DEX check is required to safely navigate to the cliff face. Failure indicates 2d6 damage from the rocks, enough to damage a small boat or seriously injure a swimmer.

The spear is simply made, but its spearhead is divinely crafted, made from orichalcum and still shining despite decades of sitting in the seawater. Treat it as a very fine spear (effectively a +2 weapon); against the boar, orichalcum weapons overcome its near-invulnerable hide.



THE SACRIFICE

Three days after Triton's curse, the Argosian sea just north of the harbor retreats. A dozen grotesque and columns made from jagged rock, shells, and barnacles erupt from the sea-floor. Rusted manacles are bolted into the formations, designed to hold mortals while Triton's vengeance inevitably consumes them.

By noon, King Aeropos along with a hundred of his men ritually march the innocent teens towards the beach. Several men with *toubeleki* drums announce the march with a somber beat. The populace watches from the streets in horror, paralyzed. *GM's Note: If King Aeropos was somehow killed along the way, perhaps assassinated by Spartans, the priests of Argos declare the Triton's wrath is not satiated, and his captain, Leandre, takes this role.*

When the men arrive at the jagged pillars, Aeropos says a short prayer to Triton:

O mighty Triton, ruler of the deep, hear my humbled voice! In my pride, I spoke rashly, forgetting the vastness of your power, but now, I bow before you, king of the waves. I offer this sacrifice in earnest, seeking your mercy. Forgive my arrogance. Let your wrath subside and your waters calm, for I have learned that no man, not even a king can stand against the will of the gods.

Then he orders his soldiers to bind the victims to the rocks!

Meanwhile, a few hundred yards north of the sacrifice spot, the great boar bursts from a huge wave. Its hulking body, as large as a wagon, glistens with sea spray, and its bristling black

fur gleams like iron in the sun. Tusks, long as a man's arm and sharp as a sword, curve wickedly from its snarling maw. Its eyes are a azure and swirl with primal rage. As it crashes onto the shore, the ground trembles and a guttural snort echoes off the cliffs. Those seeing the monstrous boar must **SAVE VS. SPELLS** or flee!

The boar waits for Triton's command to either return to the sea, or lay waste to the lands of Argolis, starting with its herds and groves. If it is not stopped, it will rampage for seven years, starving and bringing misery to all of Argolis.

THALASSOPYRGOS

As the PCs engage the boar, Triton orders one of his greatest sea monsters to devour the sacrificial victims:

From the churning depths sea, a titan beyond mortal ken emerges, a nightmare dredged from the abyss. Its form defies the natural order—a gaping maw of unspeakable size, festering and glistening with the brine of primordial chaos. Six arms writhe forth from its bulk, slick and bloated, their very movement mocking the laws of nature. At the end of each tendril dangles a gelatinous, translucent appendage, like some blasphemous mimicry of a jellyfish.

As the malevolent creature's tentacles unfurl with slow, deliberate malice, they begin to constrict the first chained victim. The touch is death itself, a dissolving embrace that melts flesh and bone, turning the victim to seawater, his scream quickly swallowed by the roar of the sea. The only thing left behind is pallid remnants of his face—a ghastly, pale visage that floats momentarily upon the foam, the boy's features twisted in final, silent horror. For a fleeting breath, the face remains, gazing up at the indifferent sky, before it too fades into nothingness.

Thalassopyrgos is a titan, nigh-impossible to slay. Seeing the monster calls for a *SAVE vs. SPELLS* or else the subject feels horrific fear and flee! However, PCs who wish to slow the creature down can attack its arms and potentially cripple them. Otherwise, it will dissolve a victim every 10 seconds (requiring two arms), leaving nothing left of the poor children of Argos within minutes. If the PCs miraculously defeat all six of its arms, the creature retreats under the waves.

If, however, the boar is slain, its blood trickles into the ocean. Sensing a larger meal, the Thalassopyrgos reaches for the animal's carcass and drags it into the ocean. But then, as its mouth starts to swallow the thing, a great thunderbolt comes from the sky, blinding everyone all around. A *SAVE vs. PARALYSIS* avoids the worst of the blinding effects and lets someone see, far above them in the clouds, the majestic figure of a bearded god preparing another thunderbolt. With the boar dead and mortal heroes showing that they are willing to defy Triton, Great Hera persuaded her husband Zeus to put an end to Triton's curse!

A second bolt follows and Thalassopyrgos, badly burned and screaming in pain, retreats beneath the waves. The remaining victims scream for help, and after a minute of confusion, King Aeropos' orders their release. The watching crowd cheers uproariously as parents rush into the waves to embrace their children.

King Aeropos' men quickly usher him back to its palace, where he prepares to consult with oracles on whether or not he need fear Triton's wrath any further. He quickly learns that he does not – Zeus has ended this conflict.

CONCLUSION

If all goes well, Argos will be free from terror. The PCs will have slain Triton's boar, and helped bring peace back to the land. While the king is happy to be relieved from the curse, he is not generous enough to reward the PCs.

For completing the adventure, the PCs should receive the usual XP. They should receive an additional +10% bonus for heroic roleplaying. Furthermore, if they manage to save the vast majority of the children of Argos, they should receive an additional character point, and perhaps a positive reputation. For saving his kingdom, the PCs may have earned a begrudging patron in King Aeropos, or an enemy of Kleonax and the Spartans if they have not dealt with them effectively during the adventure.

The Scourge of Triton



Armor Class 5 [15]
Hit Dice 6 (26 hp)
Movement 150' (50')

Morale 11
Alignment Neutral

THAC0 14 [+5]
Attacks 2 x tusk (2d4) or 1x trample (2d6)*
Saving Throws D10 W11 P12 B13 S14
XP 500

Notes: The boar takes only 1 point damage from mundane weapons (except on a roll of 20, then the boar is hit in the tongue and takes half damage). The boar tramples when it misses two turns in a row, and rolls the trample at +3 to hit.

Thalassopyrgos' Arm



Armor Class 7 [12]
Hit Dice 3 (14 hp)
Movement 90' (30')

Morale 10
Alignment Neutral

THAC0 17 [+2]
Attacks 1 x tentacle* (1d4)
Saving Throws D10 W11 P12 B13 S14
XP 20

Notes: If the arm hits, the victim must *Save vs. Death* or else take an additional 1d4 damage from dissolving acid.

EXTENDING THE ADVENTURE

By the end of *The Scourge of Triton* there are two mysteries left unresolved:

THE DISCARDED DAGGER

It is unclear where the dagger that was found in the king's quarters came from. At the Argos market, the PCs may learn from its symbol that it belongs to a cult of eastern soldiers, "The Relentless Sons."

The Sons are a group of soldiers who have sworn loyalty to the goat-headed men allied with Persia. They believe the goat-headed men's god, Ahriman-Zangol will reward them with land and wealth should they defeat the Greeks. The Sons are infiltrating many southern Greek city-states to confuse and even assassinate strong leaders, so that the people of Hellas will not be able to organize to fight off their hordes when they eventually arrive.

The king's captain, Leandre, is a member of this cult. However, on his last visit to the oracle at Heraoin, the superstitious King Aeropos was warned that the Sons were assassinating leaders with their unusual knives. The oracle said:

"Beware, the kings of Hellas, for in the halls of your reign, men of treachery gather, their hearts as twisted as the serpent's coil. A blade they bear, marked with the serpent's sign, and by its venomous edge shall blood spill upon the sacred stones."

After overhearing that prophecy, Leandre decided to quickly discard the dagger he kept. He Leandre lied that the knife was found in the king's chambers when Themise was captured, and threw the knife on the floor to get rid of it, or perhaps even frame the PCs.

To best use this subplot, either the knife merchant at the market will have seen Leandre with the knife while shopping there one day, or some of Leandre's friends in the palace might recognize it. If confronted, Leandre will abandon his post and

flee to the harbor to go south to Thyria to regroup with other members of his cult.



ATTACK OF THE GOAT-HEADED MEN

The second mystery is the looming presence of the nefarious goat-headed men who are threatening an invasion of Hellas. After this adventure, Archidamos of the Spartans will ask the PCs for their help rallying brave men and sailing a vessel to the east to join a force that must head off what is likely to be a full-scale invasion of the beast-men. The Spartans warn the PCs that the voyage will be extremely dangerous, especially with them having just embarrassed Triton himself...

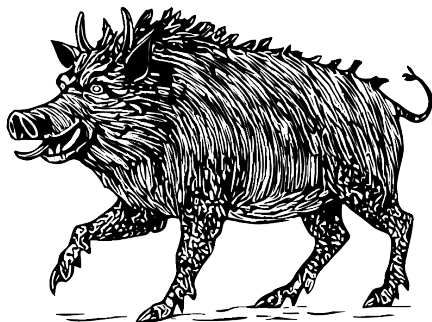
ADVENTURE NOTES

For VTT assets for this adventure, including another Mythic Greece adventure *The Honey Tree of Pelion*, as well as more one-shot adventures, visit 1shotadventures.com. You can also check out my [YouTube channel](#) to see overviews of adventures like this. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let him know how it went. Post a note on 1shotadventures.com or tweet @SageThalcos on Twitter.

Note that the pregenerated characters use fan-made supplements to better reflect the classes of ancient Greece. These include: *BX Options Class Builder* (Welsh Piper LLC), *Classes of Essential Healing* (Necromancer Games), and *The Warrior* (Map and Key).

UPDATE LOG

1.0 - Original OSE version



NOTABLE NPCs

Kirin the Oarsman

Armor Class 9 [11]
 Hit Dice 2 (6 hp)
 Movement 120' (40')

Morale 8
 Alignment Good

THACO 18 [+1]
 Attacks 1 x Staff (1d6)
 Saving Throws D12 W13 P14 B15 S16
 XP 20



Kleonax

Armor Class 5 [14]
 Hit Dice 4 (18 hp)
 Movement 90' (30')

Morale 10
 Alignment Neutral

THACO 16 [+3]
 Attacks 1 x Spear (1d6)
 Saving Throws D10 W11 P12 B13 S14
 XP 75



Lyssóphonos

Armor Class 5 [14]
 Hit Dice 1 (7 hp)
 Movement 120' (40')

Morale 8
 Alignment Neutral

THACO 19 [0]
 Attacks 1 x Bite (1d6)
 Saving Throws D12 W13 P14 B15 S16
 XP 20



Spartan Spy

Armor Class 5 [14]
 Hit Dice 2 (9 hp)
 Movement 90' (30')

Morale 10
 Alignment Neutral

THACO 19 [0]
 Attacks 1 x Spear (1d6)
 Saving Throws D12 W13 P14 B15 S16
 XP 20



Handouts

CLYMERE'S CURSE

Alas! You have been cursed by Clymere.

Until you appease the gods in some way, your personality has changed. Your steps are heavy and burdened. Woe, pessimism, and melancholy runs through your blood now.

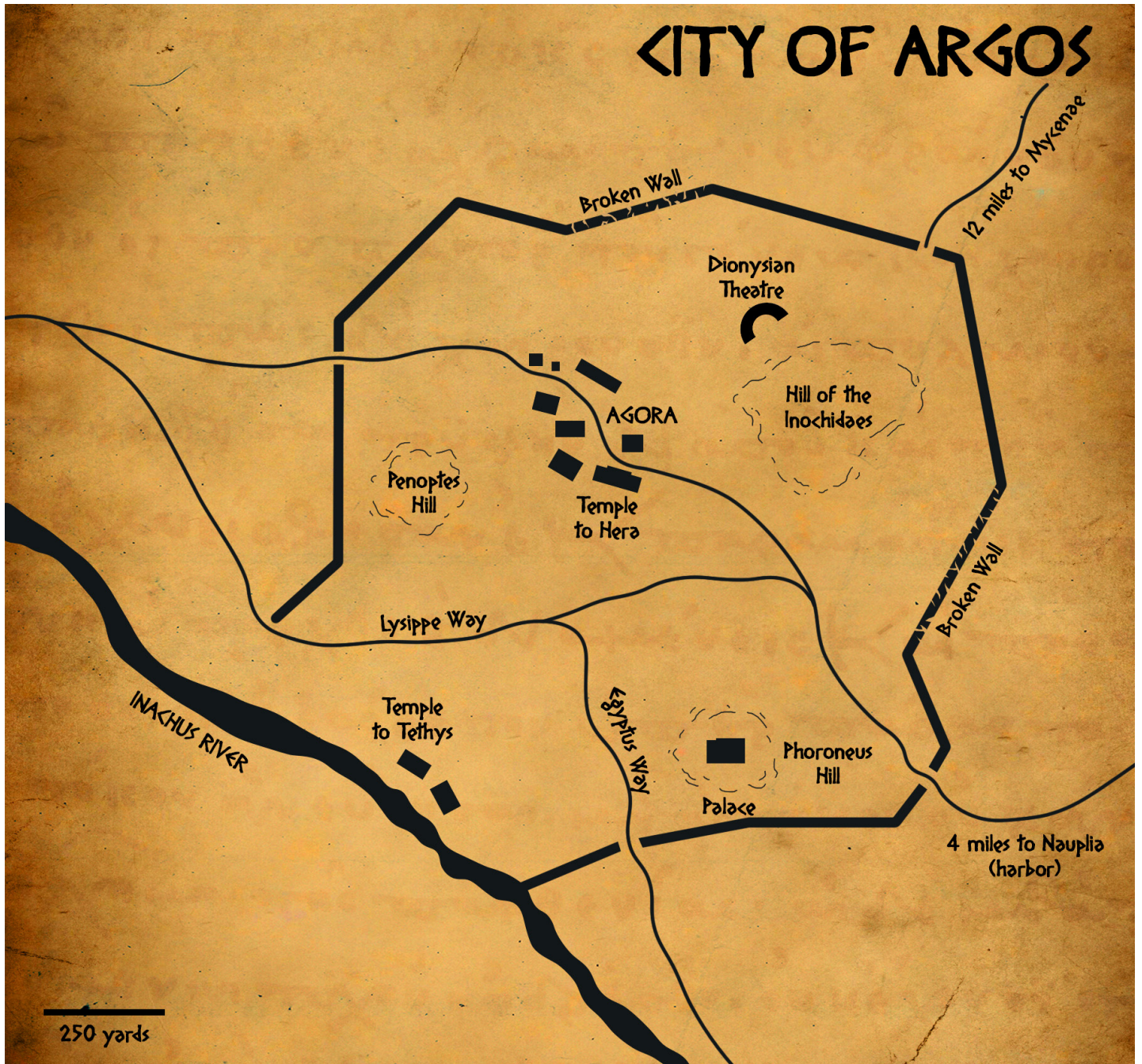
You are also haunted by a dream: you enter a crumbling temple only to see a golden statue of a loved one. You take steps towards it, but your feet are bound as if by chains. When at last you reach for it, the statue liquifies into molten gold, burning your flesh and leaving you in agony.

Handout A - Clymere's Curse, secretly handed to the player who caused Clymere's demise.

Player Safe Map - Argolis



Player Safe Map - City of Argos



NAME Andromache


CLASS APOTHECARY

ALIGNMENT AL GOOD

TITLE THE SWIFT

LEVEL 2 **XP** 1501

DESCRIPTION Impulsive and athletic troublemaker!

PORTRAIT OR SYMBOL 

ABILITY SCORES MODS

STR	14	+1
INT	15	+1
WIS	10	+0
DEX	13	+1
CON	13	+1
CHA	11	+0

HIT POINTS CURRENT HP

AC 11

HD 2D4

SAVING THROWS

- 13 **D**EATH, **P**OISON
- 14 **W**ANDS
- 13 **P**ARALYSIS, **P**ETRIFY
- 16 **B**REATH **A**TACKS
- 15 **S**PELLS, **R**ODS, **S**TAVES

SKILLS + ABILITIES

Open Doors (3 in 6)

Speaks Greek

40% to treat poison or disease

40% to forage 1d4 healing herbs

WEAPONS, ARMOR, MAGIC ITEMS

Short staff (2H, 1d4+1 damage)

EQUIPMENT

Sandals

1x healing herbs (heals 1d4 hp)

4x healing kit (heals 1 hp/round for 10 rounds)

WEALTH

GP: 5

SP: _____

CP: _____

EP: _____

PP: _____

OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS +0

MELEE TO-HIT + DMG MOD +1

RANGED TO-HIT MOD +0

Kind Uncle Platon, who always seems to know the future, has supported you your entire life. He's celebrated victory after victory of yours in the annual races in Thessaly. But your old uncle has been having an increasing number of seizures lately, and you're worried. Fortunately, you've heard that the wild hellebore herb that grow in the hills of Argolis can treat such maladies. So to that end, you've traveled south for many weeks to find the potent herbs, and perhaps learn new treatments along the way.

NAME Kleisthenes

CLASS FIGHTER

ALIGNMENT AL GOOD

DESCRIPTION Demigod son of Hephaestus

LEVEL 2 **XP** 2001

AC 13 **HIT POINTS** 14 **CURRENT HP**

SAVING THROWS

STR 18 **INT** 11 **WIS** 13 **DEX** 10 **CON** 16 **CHA** 8

MODS +3 +0 +1 +0 +2 -1

SKILLS + ABILITIES 2D8

WEAPONS, ARMOR, MAGIC ITEMS

EQUIPMENT

WEALTH

OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME



SAVING THROWS

12	DEATH, POISON
13	WANDS
14	PARALYSIS, PETRIFY
15	BREATH ATTACKS
16	PELLS, RODS, STAVES

AC 13

HIT POINTS 14

CURRENT HP

HD 2D8

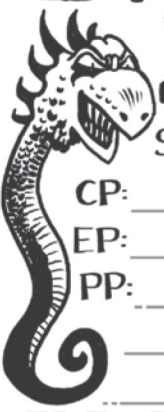
SKILLS + ABILITIES 2D8

Open Doors (5 in 6)
 Speaks Greek
 +1 to magic saves

WEAPONS, ARMOR, MAGIC ITEMS

Club (1d4+3 damage)
 Bronze skin (equivalent to AC 13)

Sandals
 Simple tools
 Fist-sized lump of unusual metal



WEALTH

GP: 2

SP:

CP:

EP:

PP:

"You are your father's son." You heard that expression a thousand times as a youth. But the constant pounding in your head reminds you that being a demigod is not a natural thing, and you wish for you could live a normal life. Perhaps one day you'll find a village where people do not gawk at your bronze-sheened skin, or ask you to lift chariots over your head for sport. You doubt that such a mundane life awaits you any-time soon, however. So you keep to yourself, take pride in your work, and roam the hills of Greece hoping that maybe you are not, completely, your father's son after all.

OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS +0

MELEE TO-HIT + DMG MOD +3

RANGED TO-HIT MOD +0

NAME Talous **DESCRIPTION**
Retired hero

CLASS WARRIOR **ALIGNMENT** AL GOOD

TITLE THE ARGONAUT **LEVEL** 2 **XP** 2201

AC 12 **HIT POINTS** 11 **CURRENT HP**

SAVING THROWS



ABILITY SCORES	MODS
STR 15	+2
INT 11	+0
WIS 14	+1
DEX 10	+0
CON 14	+1
CHA 14	+1

SKILLS + ABILITIES 2D8

Open Doors (4 in 6)
Speaks Greek
Mighty Deed - Roll a d6 with an attack. On a 5+, you do +1 to hit and damage. If both succeed, do something cool.
Immune to fear; +1 to magic saves

- 12 **D**EATH, **P**OISON
- 13 **W**ANDS
- 14 **P**ARALYSIS, **P**ETRIFY
- 15 **B**REATH **A**TACKS
- 16 **S**PELLS, **R**ODS, **S**TAVES

WEAPONS, ARMOR, MAGIC ITEMS

- Maul (2H, 1d8+2 damage, slow)
- Leather armor (AC 12)
- Hatchet (1d4+2 damage)

EQUIPMENT
Sandals

WEALTH

GP: 5
SP: _____
CP: _____
EP: _____
PP: _____

OLD-SCHOOL ESSENTIALS
RETRO ADVENTURE GAME



MOVE 30'


ATTACK BONUS +0 **MELEE TO-HIT + DMG MOD** +2 **RANGED TO-HIT MOD** +0

Two decades ago you sailed with Jason and the Argonauts! It was a brutal voyage, but you returned safely back to Argos. You even returned with a club that Heracles himself made for you before he abandoned the journey! But since those days, you've lived a slow life. You work at the Temple to Tethys, scribing and building furniture for the priests. You also have a patient and loving wife, Cressida, along with nine children! But still, you yearn for the days of glory and adventure, and hope that before you visit Hades' realm, you'll have a great new tale to share with your fellow Argonauts.

NAME Oulixes **DESCRIPTION** Retired hero

CLASS KNIGHT **ALIGNMENT** AL GOOD

TITLE PRINCE OF SERIFOS **LEVEL** 2 **XP** 2001

PORTRAIT OR SYMBOL 

ABILITY SCORES MODS

STR	13	+1
INT	12	+0
WIS	12	+0
DEX	14	+1
CON	11	+0
CHA	15	+2

HIT POINTS CURRENT HP 10

AC 14

HD 2D8

SKILLS + ABILITIES

Open Doors (3 in 6); Speaks Greek
 May only use swords and spears
 Allies are +1 morale
 Tactics - 2 in 6 chance to grant each ally
 +1 to one roll in combat
 +1 to hit, damage, and AC if mounted

WEAPONS, ARMOR, MAGIC ITEMS

Shortsword (1d6+1 damage)
 Leather armor (AC 12)
 Shield (+1 AC)

SAVING THROWS

- 12 **D**EATH, **P**OISON
- 13 **W**ANDS
- 14 **P**ARALYSIS, **P**ETRIFY
- 15 **B**REATH **A**TACKS
- 16 **S**PELLS, **R**ODS, **S**TAVES

EQUIPMENT

Sandals
 Portable sundial

WEALTH

GP: 10
 SP: _____
 CP: _____
 EP: _____
 PP: _____

OLD-SCHOOL ESSENTIALS
 RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS +0

MELEE TO-HIT + DMG MOD +1

RANGED TO-HIT MOD +1

The island of Serifos is as boring as it is beautiful. Your beloved father, almost ninety years old, with nine sons, seems content to stay on his throne for more years! You left Serifos three years ago, yearning for excitement, riches, and perhaps even a new wife that would impress the old man. Alas, you have yet to find a woman worthy to be queen. Worse, the last one you rejected was a favorite of Hera's, and now the goddess unleashes her wrath on you regularly. So, you traveled to the Oracle at Heraoin to learn how to appease the goddess. Sadly, the Oracle was ill (though you wonder if that was true), so now you wait in Argos, debating your next move...

NAME Thraxius of Thrace

CLASS FIGHTER

ALIGNMENT AL GOOD

LEVEL 2 **XP** 2001

DESCRIPTION Veteran soldier turned merchant

PORTRAIT OR SYMBOL 

ABILITY SCORES MODS

STR	14	+1
INT	12	+0
WIS	8	-1
DEX	14	+1
CON	16	+2
CHA	12	+0

HIT POINTS CURRENT HP 14

AC 14

HD 2D8

SAVING THROWS

- 12 **D**EATH, **P**OISON
- 13 **W**ANDS
- 14 **P**ARALYSIS, **P**ETRIFY
- 15 **B**REATH **A**TACKS
- 16 **S**PELLS, **R**ODS, **S**TAVES

SKILLS + ABILITIES

- Open Doors (3 in 6)
- Speaks Greek and Thracian
- +1 to magic saves

WEAPONS, ARMOR, MAGIC ITEMS

- Spear (1d6+1 damage, brace)
- Leather armor (AC 12)
- Shield (+1 AC)
- Sling (1d4 damage)

- EQUIPMENT**
- Sandals
 - Bag full of glass ornaments

WEALTH

GP: 8

SP: _____

CP: _____

EP: _____

PP: _____

OLD-SCHOOL ESSENTIALS
RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS +0

MELEE TO-HIT + DMG MOD +1

RANGED TO-HIT MOD +1

After 20 years, 4 wars, a lost ear, and a tusk that nearly took your eye, you decided you were done with a soldier's life. Spending the last of your obols on some glass baubles, you traveled to Athens, selling your wares. In a few years, you had made more money than your family had in a lifetime. Deep down, however, you know that the wars of Thrace will drag you back, but in the meantime, you are content to live a quiet life, eating olives, drinking wine, and sharing smiling moments with your merchant friends. You recently heard that King Aeropos of Argos is looking to open new trade routes with the east, so you traveled there to see what opportunities he has in mind.

NAME Alexandra of Ephesus **DESCRIPTION** Veteran soldier turned merchant

CLASS Scout **ALIGNMENT** AL GOOD

TITLE NONE **LEVEL** 2 **XP** 1701

ABILITY SCORES MODS

STR	11	+0
INT	9	+0
WIS	12	+0
DEX	16	+2
CON	14	+1
CHA	8	-1

HIT POINTS 9 **CURRENT HP** 9

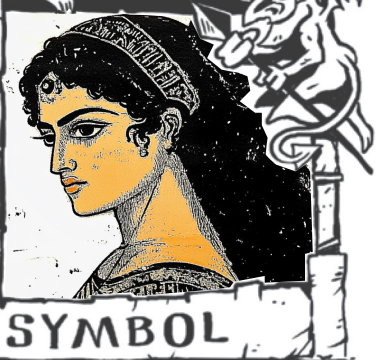
AC 14 **HD** 2D6

SAVING THROWS

12	DEATH, POISON
13	WANDS
14	PARALYSIS, PETRIFY
15	BREATH ATTACKS
16	SPELLS, RODS, STAVES

WEAPONS, ARMOR, MAGIC ITEMS

Sandals
12 arrows



SKILLS + ABILITIES 2D6

Open Doors (2 in 6); Speaks Greek
Wilderness survival techniques
-2 to reaction rolls in a settlement
+1 to hit in familiar outdoor territory
Night vision (30%); Climb (88%), Hide (15%),
Hear Noise (33%), Move Silently (25%)

WEALTH

GP: 1
SP: _____
CP: _____
EP: _____
PP: _____

OLD-SCHOOL ESSENTIALS
RETRO ADVENTURE GAME



MOVE 30'

ATTACK BONUS +0 **MELEE TO-HIT + DMG MOD** +0 **RANGED TO-HIT MOD** +2

One night soon after you were born, your father saw the goddess Artemis bathing in a silvery lake. He stayed out of sight, and when she left, he found a single silver hair left behind. He took the hair and wrapped it around your right arm every night. Since then, you've felt Artemis' eyes upon you. At first, you thought you were blessed, but soon you realized the goddess is curious but cold and uncaring towards you. Fearing that the goddess would grow to hate you, you left Argos and became a lone huntress in the wilderness, setting traps for wild goats and selling their meat in the markets.

ANDROMACHE

Athlete and Physician



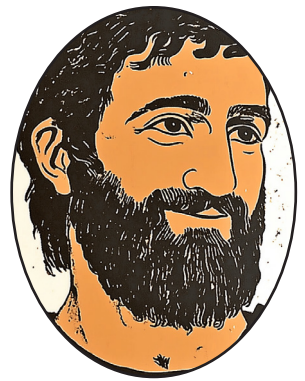
KLEISTHONES

"The Summit"



PRINCE OULIXES

Prince of Seriphus



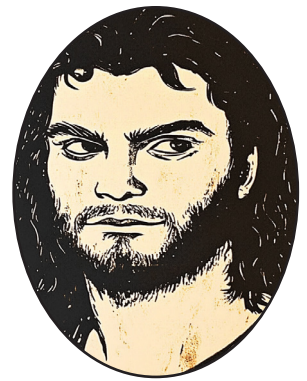
TAL AUS

Once an Argonaut



THRAXEUS

Thracian mercenary and merchant



ALEXANDRA

Huntress of Ill-fortune

