



THE EYE OF KLOTHYS



M.T. BLACK

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ADVENTURE OVERVIEW

This adventure is designed for three-to-seven 1st- to 4th-level characters and is optimized for five characters with an average party level (APL) of 3. Characters outside this level range cannot participate in this adventure.

This adventure requires use of the D&D fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. You will also find *Mythic Odysseys of Theros* useful. Statistics for any monsters not found in the *Monster Manual* are given in appendix A, and any magic item not found in the *Dungeon Master's Guide* is described in appendix B.

ADJUSTING THIS ADVENTURE

This adventure is optimized for five characters of level 3. To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters. This is the group's average party level (APL). To approximate the party strength relative to the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than 3	Very weak
3-4 characters, APL equals 3	Weak
3-4 characters, APL greater than 3	Average
5 characters, APL less than 3	Weak
5 characters, APL equals 3	Average
5 characters, APL greater than 3	Strong
6-7 characters, APL less than 3	Average
6-7 characters, APL equals 3	Strong
6-7 characters, APL greater than 3	Very strong

BACKGROUND

The Eye of Klothys is an underground temple built into the base of a tall stone spire, six miles south of the city of Altrisos. For many years, the Oracle of the Eye has dwelt in this temple with her Nyxborn servants, keeping watch over the events on the peninsula and issuing warnings to the nearby cities and towns.

But Thassa, god of the sea, has long been jealous of the influence that Klothys exercises over the region and has coveted the temple for herself. Some months ago, she was angered when the Oracle of the Eye issued an admonishment to the ruler of Neolantis, who is a particular favorite of Thassa.

In response to this provocation, Thassa caused an earthquake to rock the temple. The floor split open and seawater flooded in, accompanied by the god's servants. The Oracle fled to a safe place, but many of the Nyxborn were slain.

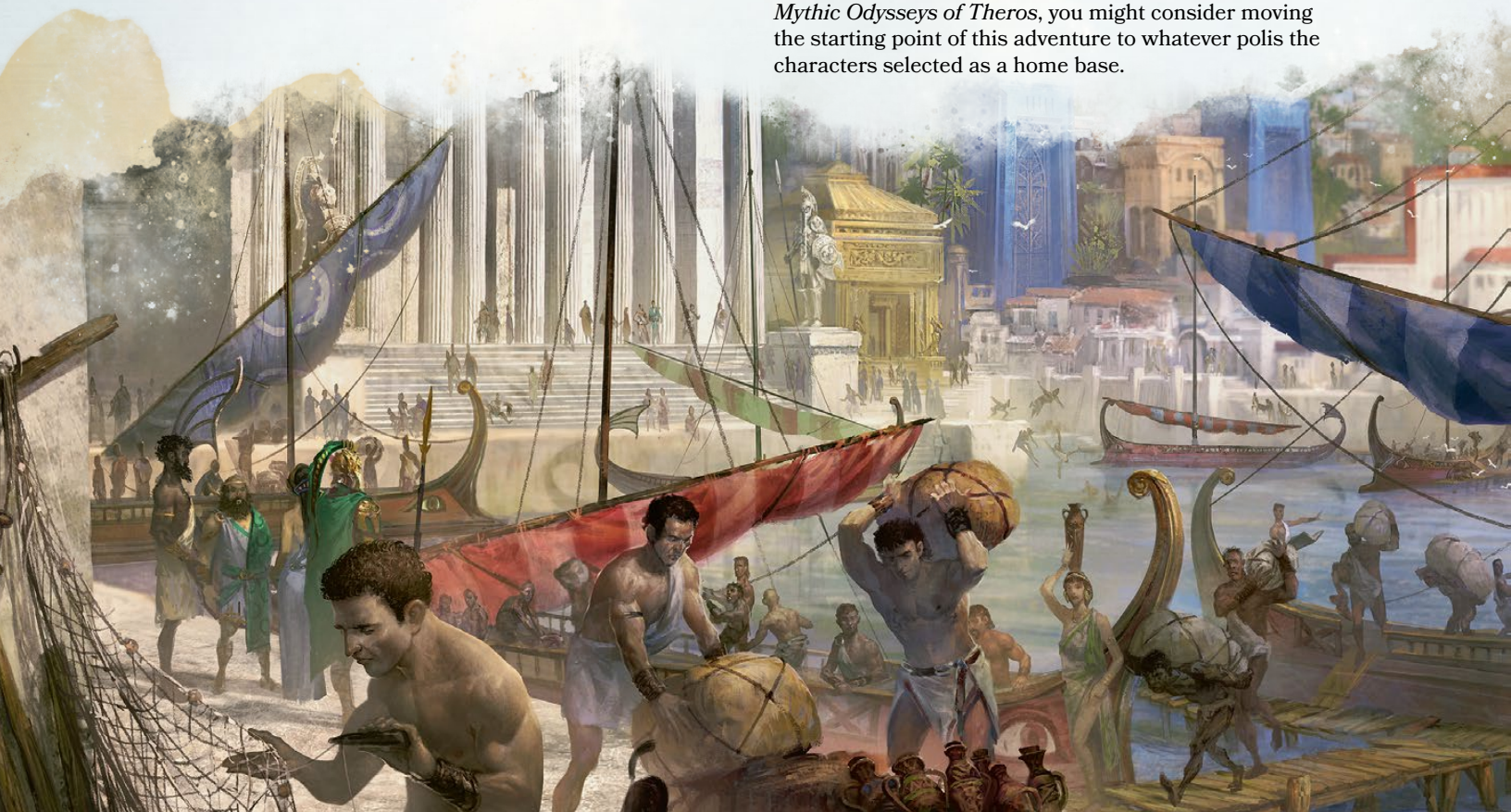
After a few months, the local rulers noticed that the Oracle had fallen silent. Some were frankly grateful for the respite, but the leader of Altrisos is concerned. After a delegation to the temple failed to return, he decided a stronger response is required.

ADVENTURE HOOKS

This adventure starts in Altrisos, a small walled city on the coast. There are several reasons why the characters might be there:

- It could be their hometown (especially if this is their first adventure).
- Champions of Ephara or characters with the acolyte background may have gone there to pay respects to the goddess, who is especially revered there.
- Characters with the noble background might be friends with the city leaders.

Use character backgrounds to create additional hooks as needed. If you have just completed "No Silent Secret" from *Mythic Odysseys of Theros*, you might consider moving the starting point of this adventure to whatever polis the characters selected as a home base.





CHAPTER 1: SILENT ORACLE

The leader of Altrisos asks the characters to investigate a perplexing mystery.

ALTRISOS

The adventure starts in Altrisos, a small walled city on the west coast of the Meletian peninsula. The city is famous for having been saved from a kraken by the god Ephara. A young servant named Olexa finds the characters and asks them to come to the house of Kastor, who is First Speaker of the ruling Assembly. Assuming the characters agree, the servant leads them to the home of her master. Read the following:

This imposing house is made of whitewashed stone and has an orange, tiled roof. The entrance leads through an atrium to a colonnaded courtyard with an impressive mosaic floor.

Kastor the Speaker awaits them, seated on a marble bench next to a statue of the god Ephara. He greets them coolly and then shares the following information:

- Half-a-dozen miles south of the city is a temple called the Eye of Klothys, which is built into the base of a natural stone spire.
- In the temple dwells an Oracle devoted to Klothys, the mysterious god of destiny. She is called the Oracle of the Eye.
- For many years, the Oracle has sent warnings and advice to the cities on the peninsula via her Nyxborn servants. But she has been uncharacteristically silent for some months.
- A week ago, the city sent a delegate, Ianthe the Temperate, to the temple to investigate. She never returned.
- Kastor offers the characters 200 gp to investigate the temple and learn the fate of the Oracle.

KASTOR THE SPEAKER

Kastor, a human **noble**, is about 30 years old, with long, thick hair, a sparse beard, and craggy features. He is First Speaker of the Assembly, the democratic body that rules Altrisos. This role, which literally gives him the right to speak first at any assembly, makes him an influential man and the de facto leader of the city.

Motivation. Kastor is descended from Kynaïos the Tyrant Slayer, one of the great heroes of Theros. He believes he is likewise destined for greatness.

Mannerisms. Kastor considers himself more intelligent than other people and often speaks in a slow, sardonic manner when answering questions.

Should the characters accept the mission, Kastor gives them directions: a few miles south of the city, near the coast, is a tall stone spire. The temple entrance is built into the base.

JOURNEY TO THE EYE

The characters set off, presumably heading south, staying close to the coast. Read the following:

The undulating grasslands ahead are windswept, treeless, and lushly green. Chalky white cliffs to the west drop off sharply to the sea.

Go to chapter 2.





CHAPTER 2: INTO THE EYE

The characters arrive at their destination, which is about six miles south of Altrisos. Read the following:

A natural spire of white stone, several hundred feet tall, emerges from the verdant grassland, its tip pierced like the end of a needle. Close by to the west, waves pounds noisily on a stony, crescent-shaped beach.

This spire is called the Eye of Klothys, a name it shares with the temple beneath it. It is 300 feet tall and requires a successful DC 22 Strength (Athletics) check to climb. Anyone at the peak can see twenty miles in every direction and can just make out the great polis of Meletis on the northern horizon.

TEMPLE ENTRANCE

The entrance to the temple faces west, toward the ocean. Read the following:

A narrow stone portico juts out from the base of the pillar. Each of its six columns is sculpted in the form of a woman with six curling horns and long, cascading hair.

A successful DC 14 Intelligence (Religion) check identifies the person depicted by the statues as Klothys, God of Destiny. Through the portico is a set of stairs descending 50 feet to location 1.

MAP

A map of the temple is available in appendix D.

GENERAL FEATURES

The temple lies beneath the stone pillar and was carved from a set of natural caves and tunnels.

Ceiling. The arched ceiling is smoothly hewn from the white stone and peaks 10 feet above the floor, except where noted.

Walls. The walls are smoothly hewn from the white stone, with a pale gold strip painted along the bottom and a pattern of pale, tangled horns painted near the ceiling.

Floor. The floor is laid with broad, irregular, marble flagstones.

Doors. Except where noted, the doors are 2 inches thick, made from cedar, and have gilt handles.

Stairs. The stairs are made from blocks of limestone. For every 10 feet of horizontal movement you rise or fall 10 feet.

Lighting. The rooms and chambers have ornamental rods attached to the wall every 10 feet, which glow with a pale, yellow light. The whole temple is in dim light.

Flooding. The locations marked in gray on the map are flooded with cold saltwater, which is cloudy and full of seaweed. Except where noted, this water is 2 feet deep and should be treated as difficult terrain.

1. ANTECHAMBER

Read the following:

This dim, quiet chamber is flooded with murky water that is full of seaweed, with a heavy clump drifting near the south exit. There are four empty, arched-shaped alcoves in the east wall.

The north door is open. Anyone listening carefully and making a successful DC 12 Wisdom (Perception) check hears a faint splashing from that direction.

SEAWEED CLUMP

Examining the large clump of seaweed reveals it to be tangled about the eviscerated body of a woman dressed in traveler's clothes. She has a gold ring on her finger worth 25 gp and another 25 gp in a purse. The purse also contains a waterlogged but still legible letter:

The bearer of this letter, Ianthe the Temperate, is a delegate from the city of Altrisos and enjoys the protection of that city. Any harm that befalls her will be repaid fivefold to the perpetrator.

Kastor, First Speaker of Altrisos

EMPTY ALCOVES

The alcoves on the back wall are each 3 feet high and 3 feet off the ground. They are empty, however anyone approaching them sees four statues of Klothys lying in the water nearby. Two of the statues are broken. The statues are made of marble and are heavy, requiring a combined Strength of 15 to lift. If anyone replaces a statue in an alcove, they receive inspiration.

NOISY ATTACK

A few minutes after the characters enter the chamber, they hear noisy splashing from the north exit. It increases in volume and, 2 rounds later, 3 triton **thugs**, each mounted on a **giant crab**, enter the room and attack. They have no treasure.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove 2 thugs and 1 giant crab.
- **Weak:** Remove 1 thug and 1 giant crab.
- **Strong:** Add giant crab.
- **Very Strong:** Add 1 thug and 1 giant crab.

These tritons are fanatics and fight to the death without retreating. They say nothing if captured. Note that these particular crabs have been bred and trained as mounts, which is why they are able to carry the Medium-sized tritons on their back.

2. NYXBORN DORMITORY

Read the following:

Smashed beds and other pieces of furniture float on the dark, tranquil water that floods this dome-roofed chamber.

Anyone watching the surface of the water for at least a minute and making a successful DC 12 Wisdom (Perception) check sees a hint of movement in the murky depths.

UNDERWATER CHASM

There is a chasm in this room stretching from the east to the west wall. It is 20 feet across and 40 feet deep. At the bottom of the chasm is a 5-foot-wide tunnel that leads 500 feet west and empties out on the ocean floor. See chapter 8 of the *Player's Handbook* for swimming rules.

LURKING PREDATORS

Three giant octopuses lurk in the depths of the chasm and attack anyone who tries swim across the chamber. See chapter 9 of the *Player's Handbook* for underwater combat rules. These creatures are used to the dark and do not go within 5 feet of any source emitting bright light. It is possible to use a light source to herd them, and, if they are forced to the bottom of the chasm, they flee up the underwater tunnel to the ocean.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove 2 giant octopuses.
- **Weak:** Remove 1 giant octopus.
- **Strong:** Add 1 giant octopus.
- **Very Strong:** Add 2 giant octopuses.

LOCKED CHEST

There is a compact iron chest on the floor of the underwater chasm. Finding it requires a successful DC 12 Wisdom (Perception) check due to all the dust and seaweed floating about it. The chest is locked and can be opened with a successful DC 13 Dexterity check using thieves' tools.

Inside the chest is a sodden silk purse holding 30 gp, a *dagger of warning* with a grip of honey-colored leather, and a 2-inch-high, cracked statue of Klothys, carved from yellow jasper. Anyone touching the statue must make a successful DC 15 Wisdom saving throw or suffer the effects of a *geas* spell, requiring them to destroy every single enemy creature in the temple.

DIVINE EARTHQUAKE

Some months ago, Thassa caused an earthquake that opened up the chasm and caused seawater from the water table to flood the temple. Thassa's minions rushed in at the same time, quickly dealing with the Oracle's Nyxborn servants.

3. GALLERY OF MYTHS

Read the following:

Colorful frescoes decorate each wall of this broad chamber. An altar of rose-pink marble rests against the eastern wall, and several pieces of wooden furniture bob gently in the dark water that covers the floor.

There is a triton **berserker** and 5 triton **thugs** in this room. The berserker is standing atop the altar and amusing the others, who sit atop the floating furniture, with an obscene story about Klothys. They immediately attack any intruders. They have 33 gp between them, and the leader also has an aquamarine shaped like Thassa's bident, worth 25 gp.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove berserker and replace 4 thugs with guards.
- **Weak:** Remove berserker and 1 thug.
- **Strong:** Add 2 thugs.
- **Very Strong:** Add 1 berserker and 1 thug.

FRESCOES

Each wall is painted with a different scene. Anyone making a successful DC 14 Intelligence (Religion) check realizes that the scenes depict mythic tales about Klothys:

- **North wall:** Klothys is shown pushing shut an immense iron door in a vast cavern. Through a crack in the door can be seen giant elemental beings. According to legend, Klothys imprisoned the titans in the underworld.
- **East wall:** A huge ball of dense smoke is shown drifting across the landscape, leaving ruin in its path. According to legend, this is a strand of Klothys's hair that was plucked out by an enemy.
- **South wall:** Klothys and Kruphix are shown wrestling together against a starry background. According to legend, these two gods were often in conflict in the early days of the world.
- **West wall:** Hunched, long-limbed horrors are shown stalking the countryside, slaying any people they meet. According to legend, these are the woe striders who Klothys created to punish mortal beings.



ALTAR

The marble altar is 4 feet high and has been defaced with charcoal drawings of Thassa's bident. Anyone who helps clean the altar becomes immune to being charmed. This effect lasts until they leave the temple.

WOODEN FURNITURE

There is a modest bed, a wardrobe, a writing desk, and several wooden benches floating in the water, all taken from location 4. They have been stripped of valuables.

4. ORACLE'S CHAMBER

Read the following:

A yellow, water-logged curtain covers the far wall of this expansive chamber. It is otherwise empty of anything except for the dark, cold water.

This is the Oracle's private chamber, where she both sleeps and prepares written missives to send across the peninsula. The furniture that was once here was taken to location 3 by the tritons.

YELLOW CURTAIN

This massive, woolen curtain hangs from a bronze rod by rings, and it can be easily drawn aside. Behind it there are fifteen scroll holes and the *Nyxframe*.

SCROLL HOLES

There are three rows of five holes set in the wall. Each one is 5 inches across and 18 inches deep. Seven of the holes hold vellum scrolls, with the following messages written on them:

- *When the red lady reveals her true self, a change of leadership is upon you.*
- *The seekers must start from the east and touch the eight in order to open the sanctuary.*
- *When the sky dawns red five days running, an era of prosperity is nigh.*
- *When the mistress of the deep causes the eye to open, the speaker will find a safe haven.*
- *On the day the lost bridegroom returns to the city square, you will find yourself on the verge of an unholy war.*
- *When the eye is stirred by a rod of iron, vistas untold will be revealed.*
- *The two enemies must unite in harmony, and the air will turn white with ash.*

Give the players handout 1 in appendix C. Messages 2 and 4 contain cryptic clues that may help the party.

At the back of one of the empty holes is a golden spool covered in silver wire. This is a holy symbol of Klothys and is worth 38 gp. There is a bronze key at the back of another hole, which opens the door in location 8.

NYXFRAME

Below the scroll holes is a bronze frame 2 feet across and 1 foot high. Inside the frame can be seen the starry night sky. It is not a painting, as the stars twinkle; rather, it is a direct view of Nyx. The Oracle uses this device for some minor forms of divination.

Anyone staring into the *Nyxframe* for more than a few moments must make a DC 15 Wisdom saving throw. On a success, they gain advantage on all Wisdom saving throws for the next hour. On a failure, they are affected as if the *confusion* spell was cast upon them.

5. DIVINATION CHAMBER

Read the following:

This dome-shaped chamber has whitewashed walls defaced by charcoal scribbles. In the middle of the room is a brass tripod supporting a hefty candle, while a broad clay jar sits against the wall in a pile of rubble.

The Oracle performed many of her major divinations in this place, staring into the candle flame before writing up prophetic scribbles on the wall in charcoal.

CHARCOAL SCRIBBLES

These hurried scribbles take the form of couplets, though many of them have faded or been rubbed out. The following are still legible, and the third may help the party:

- *The seven conspirators will howl in vain,
When the wolf and the lion join battle.*
- *The southern lord will see death near a cellar,
And the sea will be passed by the child of the Sun.*
- *The seekers from the north will find the speaker,
If they restore the mandala and touch the moon.*
- *The rose of the world will fall at the fountain,
And the great bridge will be wrecked by waves.*
- *The election of the blue hat will lead to strife:
The distant lady will cause the forest to fall.*

Give the players handout 2 in appendix C.

TRIPOD AND CANDLE

The thick candle is black and over a foot tall. Once lit, anyone staring into the flame must make a DC 13 Wisdom saving throw. On a failure, they see a nightmare vision and take 2d4 psychic damage. On a success, they are granted a tiny amount of precognition and have advantage on their next initiative roll. Anyone looking at the candle flame a second or subsequent time automatically fails the saving throw.

CLAY JARS

A portion of the southern wall has been smashed. A 4-foot-tall, 3-foot-wide clay jar is positioned amongst the rubble. A heavy lid seals the jar but can be lifted off with a combined Strength of 13. Inside this “birthing jar,” the tritons are raising **2 baby hydras** (see appendix A). These vicious creatures immediately attack when the lid is released.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove 1 baby hydra.
- **Weak:** Remove 1 baby hydra and increase hit points of remaining baby hydra to 72.
- **Strong:** Add 1 baby hydra.
- **Very Strong:** Add 2 baby hydras.

At the bottom of the jar is a solid silver bident, a holy symbol of Thassa that is worth 30 gp.

6. JEWEL CHAPEL

Read the following:

There are eight columns of coiled gold wire in the center of this chamber, arranged in a circle. Between each adjacent pillar, and stretching from floor to ceiling, are opaque, glassy-yellow sheets of something that glitters like gemstones.

This chamber is a chapel to Klothys.

YELLOW PANES

The panes between the columns are made from thin sheets of tourmaline. They are magically hardened and have AC 20 and 80 hit points each. Making a melee attack against a pane causes it to flash with light, and all creatures in the chamber must make a DC 15 Wisdom saving throw. On a failure, they are affected as if the *confusion* spell was cast upon them.

GOLD COLUMNS

Touching a gold column causes it to give a gentle ping. Starting with one of the east-most columns and touching each adjacent column in turn causes the pings to increase slightly in pitch. Once all eight are touched, the yellow panes turn to a yellow mist for 1 minute. Creatures can safely walk through the mist and into the sanctuary area.

INSIDE THE SANCTUARY

In the center of the columns is a 4-foot-high, spindle-shaped altar made of variegated yellow jasper. Crouching next to the altar is a wide-eyed satyr. She introduces herself as Clip-Clop (see below) and shares the following information with the characters, provided they are friendly:

- She is Nyxborn and has served the Oracle for as long as she can remember.
- Her primary role is as a messenger, taking the Oracle's missives to people all over the peninsula.
- Some time ago, a delegation of Tritons came to the temple and demanded to see the Oracle. They mentioned Thassa, the god of the sea. The Oracle refused to see them, and they went away angry.
- About a week later there was a great earthquake, the floor of the dorm split open, and the ocean rushed in.
- Various sea creatures came in with the water and began slaying the Nyxborn servants of the Oracle.
- Clip-Clop ran to the chapel with her friend, a human named Kanlos, because they knew it was safe. This was many days ago.
- Yesterday, Kanlos snuck out to see if the Oracle or any of the other servants survived. He never returned, and Clip-Clop is very worried. He was wearing a yellow tunic.

She refuses to go anywhere with the party, preferring to wait in safety. However, she happily draws out a rough map of the temple if they have paper and ink. She also has a gift for them: a yellow silk purse holding 10 *beads of nourishment*. Kanlos was using these to survive while he was still with her.



CLIP-CLOP

Clip-Clop is a Nyxborn **satyr** who serves the Oracle as a messenger. She looks to be about 50 years old and wears a lemon-colored tunic bound at the waist with a gilt belt. Her Nyxborn trait is that she requires neither food nor water to survive.

Motivation. Clip-Clop was called into being by the desire of the Oracle and wishes only to serve her.

Mannerisms. Clip-Clop is rather cowardly and has a habit of dancing on the spot when she gets nervous.

7. UNBREAKABLE RELIQUARY

Read the following:

Atop a podium of swirling yellow marble is a circular crystal cabinet. Curled up inside the cabinet is something resembling a thick white rope.

In front of the cabinet are 5 **amphisbaenas** consuming the dismembered body of a human dressed in a yellow tunic. The unfortunate victim is Kanlos (see location 6). The monsters pay no attention to the characters unless they or the cabinet are approached, in which case they attack. If the creatures are somehow lured into location 8, they slither into the water there and swim away.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove 3 amphisbaenas.
- **Weak:** Remove 2 amphisbaenas.
- **Strong:** Add 3 amphisbaenas.
- **Very Strong:** Add 6 amphisbaenas.

Amidst the gore is a thin, bloody, corroded chain. The tritons used this to bind the hands of Kanlos before butchering him to feed the amphisbaenas.

CRYSTAL CABINET

The cabinet contains a genuine strand of Klothys's hair. The crystal is immune to all forms of damage and is attached to the podium with *sovereign glue*.

A bronze plaque beneath the cabinet reads "Implacable Destiny." Anyone examining it and making a successful DC 13 Wisdom (Perception) check notices that there is a faint seam around the plaque. Pushing the plaque causes it to swing open to reveal a small cavity, containing 2 *potions of healing* in spindle-shaped bottles of yellow glass.

SOUTH DOOR

The door leading south is locked. See location 8 for more details.

8. BARREN VAULT

The locked door leading to this room is made from yellow hardwood reinforced with bronze.

MAGIC LOCK

There is a bronze lock in the middle of the door, which can be opened by the key from location 4, or with a successful DC 15 Dexterity check with thieves' tools. On a failed lockpick attempt, the lock flashes with yellow light and everyone within 10 feet of the door must make a successful DC 15 Wisdom saving throw or suffer the effects of a *geas* spell, requiring them to prevent anyone from entering the vault.

INSIDE THE VAULT

When the characters enter the vault, read the following:

Eight plinths made of creamy marble stand in a circle in this dome-shaped chamber. At the center of the plinth circle, a dark pit has been gouged out of the floor.

Eight silver statues of Klothys once stood in this room. After failing to open the strong door, the tritons dug up from underneath in order to loot the vault.

PLINTHS

The plinths are made from a creamy yellow marble and are smoothly finished. They are held to the floor with *sovereign glue*.

PIT

The hole is about 15 feet across and drops about 10 feet into a pool of dark water. The pit descends a further 40 feet before joining the underwater tunnel described in location 2.

In their haste to escape, the tritons dropped one of the silver statues, and it now lies in silt at the bottom of the underwater tunnel. Anyone searching there locates it with a successful DC 12 Wisdom (Perception) check. The statue is 12 inches high and depicts a heavily robed Klothys sitting at a loom. It is worth 150 gp.

9. WELL OF THE WORLD

Read the following:

An intricately engraved stone well sits in the middle of this dome-shaped chamber. A plain white plinth stands next to it.

The well and the plinth are the only objects of interest in this room.

WHITE PLINTH

The plinth is 4 feet high and made of marble. Atop it rests a 7-inch-long rod of iron. This item is not magical.

STONE WELL

The well is made of marble and is 5 feet across and 3 feet high. The sides are engraved with a pattern of small, interlocking eyes. One part of the well is slightly damaged by either a pick or something similar. The well is filled with a substance that looks like molten gold.

MOLTEN GOLD

The only object that can safely touch the liquid gold is the iron rod on the plinth. Anything else that touches it causes the well to flair with brilliant gold light, and every creature in the room must make a successful DC 15 Constitution saving throw or become blinded. A creature blinded by this effect can repeat the saving throw every 10 minutes. On a success, the effect ends.

If anyone dips the iron rod in the well and swirls it around, an image appears on the golden surface. The characters realize the view is being sent to the pool from an invisible, magical eye atop the spire.

Anyone staring at the image can make the eye spin in any direction, and also move forward and backward at a speed of up to 1 mile per minute. The eye can pass through physical barriers and has a range of 200 miles. Characters can use the eye to search the other rooms in the temple.

10. MOON GARDEN

Read the following:

A glowing white sphere hangs from a black ceiling covered in tiny, twinkling gemstones. Cold light falls on an exquisite garden below, full of plants such as evening primrose, moon flowers, and night phlox, all filling the air with sweet, floral scents.

The ceiling of this chamber is 30 feet high and slightly domed.

FLOWER GARDEN PUZZLE

The flower garden is in a diamond shape in the middle of the room, measuring roughly 15 feet per side. Each plant is contained by a small, ceramic pot. The pots are arranged in a regular pattern, but several have been tipped over (a random act of vandalism by some tritons).

If anyone asks if there is a pattern in the plant arrangement, or if they try to get an elevated view of the flower garden, give the player handout 3 in appendix C.

FLOWER GARDEN SOLUTION

This garden is actually an unusual, multi-component magic system. When the plants are placed in the right pattern (see the solution in appendix C) the entire chamber fills with a low-gravity field. The flowers then rise and spin around in formation, gently bobbing to the sound of otherworldly pipes.

Creatures in the low-gravity field can jump much higher than normal and are not hurt when they land. Colliding with the spinning flowers, walls, or ceilings, causes them to bounce off harmlessly. Characters can easily leap up and touch the white sphere.

WHITE SPHERE

The white sphere is 2 feet across, glows with a pale light, and hangs in the air 25 feet above the ground. Touching it after the garden pattern has been restored transports you to a pocket dimension in Nyx.

NYX POCKET

Characters transported to the Nyx pocket are suspended in a void and completely surrounded by an infinite starry sky. If more than 1 character was transported, they can see the other characters nearby. You do not need to breathe here and can move toward the other characters by willing yourself to do so. You cannot cast spells here, and when you make an attack roll, you must treat a d20 roll of 5 or higher as a 5.

The Oracle Arrives. A few moments after everyone arrives, the Oracle of the Eye drifts toward them (see below). She shares with the characters the information in the Background section in the Adventure Overview. She also tells them that Klothys has placed her in this pocket dimension for her safety and that she will not return until the temple is clear of enemies.

The Oracle then whispers something inaudible, and each character in her presence receives the benefit of the *bless* spell. This benefit endures until the character leaves the temple. After that, she curtly nods her head and the characters all find themselves back in location 10.

THE ORACLE OF THE EYE

The Oracle of the Eye is a nyxborn **oracle** who serves the god Klothys. She appears to be a human in her mid-20s, with short brown hair, steel-gray eyes, and wearing a golden tunic.

Motivation. The Oracle exists solely to do the will of Klothys.

Mannerisms. The Oracle is furious about what has happened to the temple and her servants. Her eyes are hard, and she makes sweeping arm gestures as she speaks.





11. AUDIENCE CHAMBER

Read the following:

A towering, conical throne made of thick white thread sits atop a narrow marble dais. Beside the throne, in a shallow pool of water, is an enormous clam shell.

Sitting on the throne is a shimmering **naiad** named Phrixas, who has been appointed by Thassa to govern the temple. Phrixas is attended by 5 triton **thugs**, one of whom is delivering him a report. If a full party enters the room, Phrixas orders the thugs to attack. If a single person enters, he listens to what they have to say before ordering them to leave the temple and never return. If the person does not comply, the thugs attack.

TACTICS

Once combat starts, Phrixas remains on the dais and casts *hypnotic pattern* on the first round. On subsequent rounds, he casts *phantasmal force* and attempts to convince the characters that water is gushing into the chamber from a huge crack in the wall.

Meanwhile, 4 of the thugs engage the characters in melee while the remaining thug rushes over to the clamshell and begins opening it, which takes two full rounds. When the shell is fully opened, a bronze **anvilwrought crayfish** (a gift from Purphoros to Thassa in ages past) emerges and engages the party.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Replace thugs with 3 bandits, remove crayfish, and naiad has 20 hit points.
- **Weak:** Replace thugs with bandits and crayfish has 20 hit points.
- **Strong:** Replace 1 thug with a berserker.
- **Very Strong:** Replace 3 thugs with berserkers, crayfish has 77 hit points.

TREASURE CHEST

There is an unlocked wooden chest behind the throne. Inside, damp and encrusted with salt, are 230 gp, an *elemental gem (water)*, and a *potion of water breathing*.

WRAPPING UP

Once the characters clear the temple of all monsters, the Oracle of the Eye emerges from her Nyx Pocket in location 10. She thanks them sincerely for their help and casually indicates that she foresaw their success. They are permitted to keep any loot they have acquired during the adventure.

The Oracle then tells the characters that she owes them a favor. This could involve a prophetic utterance, use of the Well of the World, or just general advice. The characters can collect on the favor now or sometime in the future. They are also welcome to come to the temple at any time for rest or refuge.

Any follower of Klothys earns 1 piety point for completing the mission. By contrast, any follower of Thassa loses 1 piety point.

APPENDIX A: MONSTERS

The following creatures appear in this adventure.

AMPHISBAENA

Medium monstrosity, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +4

Senses blindsight 10 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Two Heads. The amphisbaena has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The amphisbaena makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 4 (1d6 + 1) poison damage.

ANVILWROUGHT CRAYFISH

Large beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 45 (7d10 + 7)

Speed 30 ft., swim 30 ft.

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

Skills Stealth +3

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Amphibious. The giant crayfish can breathe air and water.

ACTIONS

Multiattack. The giant crayfish makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The crayfish has two claws, each of which can grapple only one target.

BABY HYDRA

Small monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 42 (12d6)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Hold Breath. The baby hydra can hold its breath for 1 hour.

Multiple Heads. The baby hydra has five heads. While it has more than one head, the baby hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the baby hydra takes 8 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The baby hydra regains 3 hit points for each head regrown in this way.

ACTIONS

Multiattack. The baby hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

NAIAD

Medium fey, chaotic neutral

Armor Class 15 (Natural Armor)

Hit Points 31 (7d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	15 (+2)	10 (+0)	18 (+4)

Skills Persuasion +6, Sleight of Hand +5

Damage Resistances psychic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages Common, Sylvan

Challenge 2 (450 XP)

Amphibious. The naiad can breathe air and water.

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

At will: *minor illusion*

3/day: *phantasmal force*

1/day each: *fly*, *hypnotic pattern*

Invisible in Water. The naiad is invisible while fully immersed in water.

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

ACTIONS

Multiattack. The naiad makes two psychic touch attacks.

Psychic Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) psychic damage.

APPENDIX B: MAGIC ITEMS

The following magic item appears in this adventure.

BEAD OF NOURISHMENT

Wondrous item, common

This spongy, flavorless, gelatinous bead dissolves on your tongue and provides as much nourishment as 1 day of rations.

APPENDIX C: PLAYER HANDOUTS

PLAYER HANDOUT 1

When the red lady reveals her true self, a change of leadership is upon you.

The seekers must start from the east and touch the eight in order to open the sanctuary.

When the sky dawns red five days running, an era of prosperity is nigh.

When the mistress of the deep causes the eye to open, the speaker will find a safe haven.

On the day the lost bridegroom returns to the city square, you will find yourself on the verge of an unholy war.

When the eye is stirred by a rod of iron, vistas untold will be revealed.

The two enemies must unite in harmony, and the air will turn white with ash.

PLAYER HANDOUT 2

The seven conspirators will howl in vain,
When the wolf and the lion join battle.

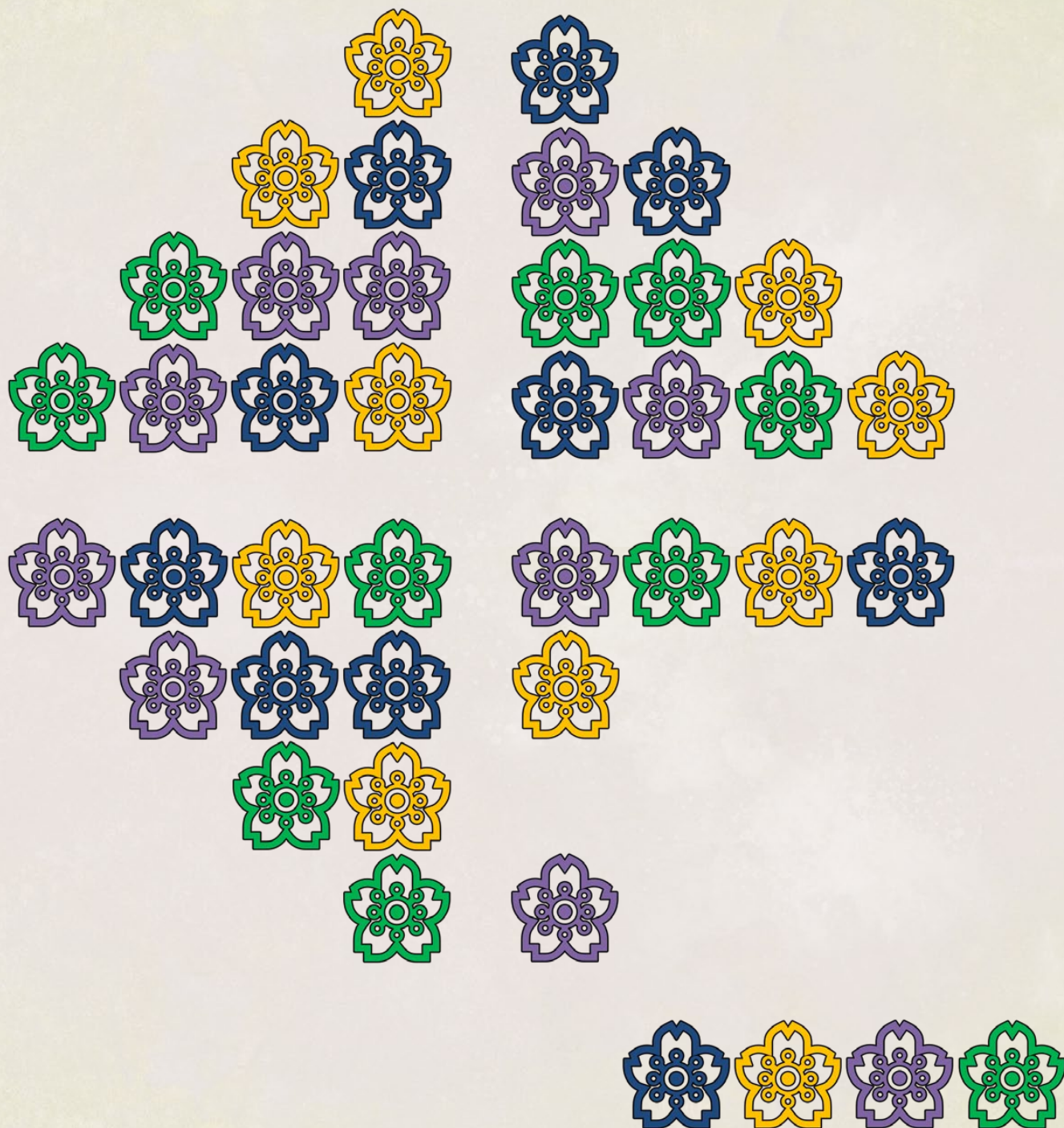
The southern lord will see death near a cellar,
And the sea will be passed by the child of the Sun.

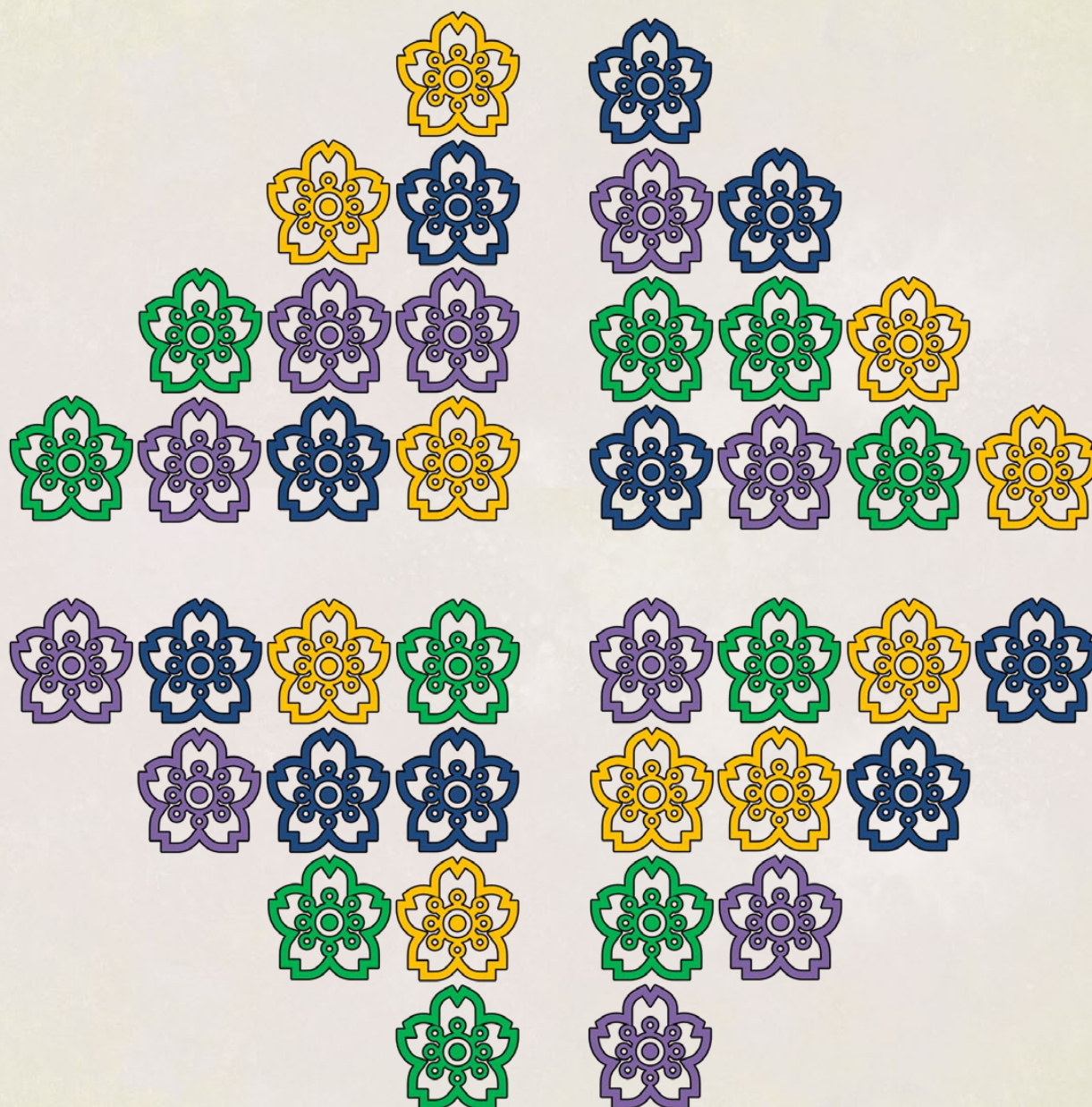
The seekers from the north will find the speaker,
If they restore the mandala and touch the moon.

The rose of the world will fall at the fountain,
And the great bridge will be wrecked by waves.

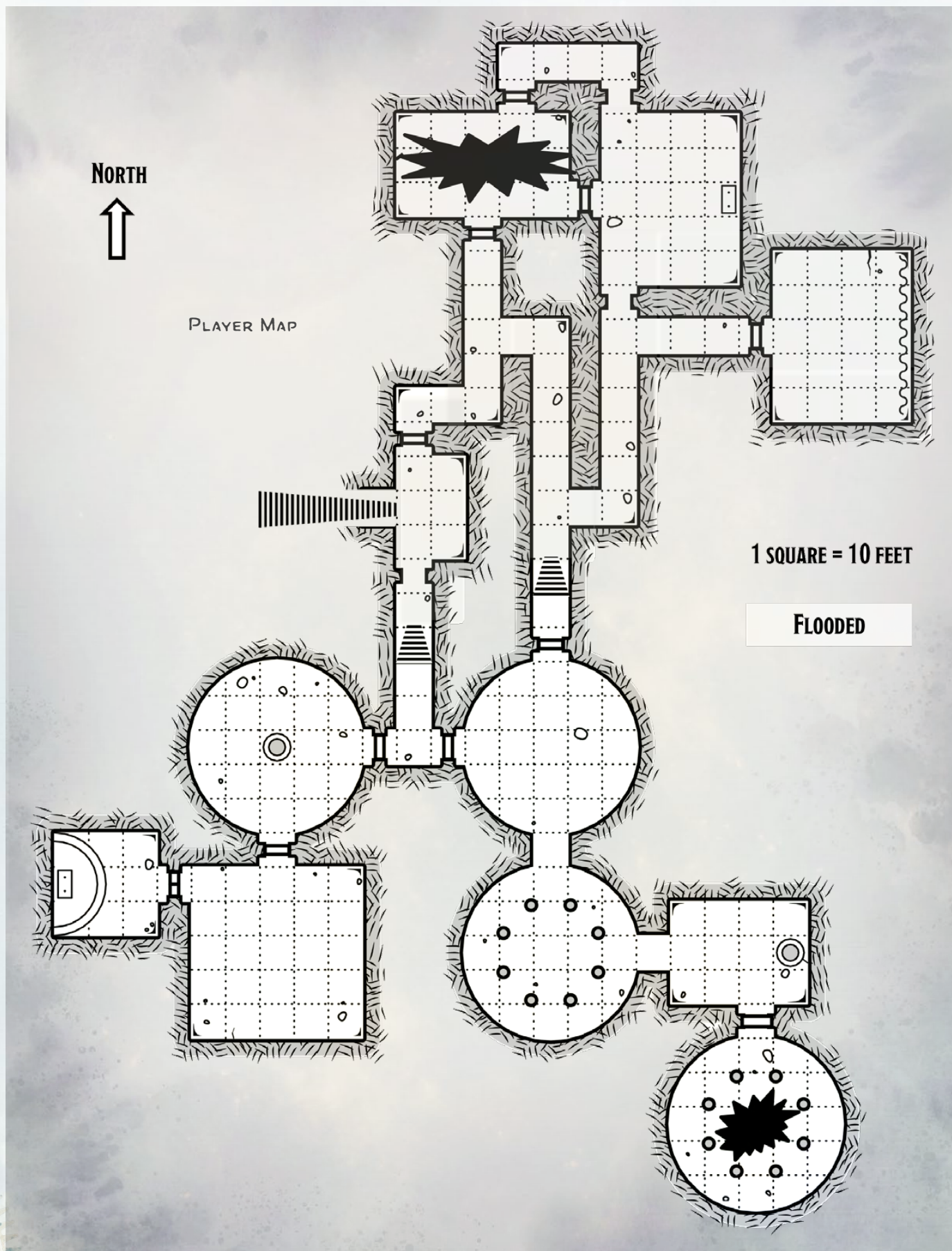
The election of the blue hat will lead to strife:
The distant lady will cause the forest to fall.

PLAYER HANDOUT 3





APPENDIX D: MAP



NORTH
↑

DM MAP

