

ATLANTIS

WAR OF THE TRIDENTS





THE MYTHOLOGICAL COSMOS IN ATLANTIS

The world of “Atlantis: War of the Tridents” is imbued with the cosmological elements of Greek mythology. According to the cosmology of ancient Greeks, the divine realm, the underworld, and the mortal world are all interconnected. The sunken city of Atlantis, existing within a magical force bubble at the bottom of the ocean, draws parallels to the mythological realms of Hades and Tartarus - places of confinement and punishment, yet also of untapped power and mystery.

The gods of our campaign, especially Poseidon, play a central role, just as the Olympians did in Greek myths. Poseidon’s wrath, akin to Zeus’s thunderbolts or Hera’s vengeance, serves as a catalyst for the events that unfold. The story of Atlantis is a narrative of divine retribution, where the Atlanteans’ technological and magical advancements - gifts from the gods - ultimately lead to their curse and downfall when they forsake the very deities that empowered them.

THE ENDURING RELEVANCE OF MYTH

Greek mythology, through its exploration of the human experience, offers lessons that remain relevant today. The campaign invites players to explore the consequences of ambition, the nature of divine favor, and the inescapable pull of fate. As players navigate the conflicts within Atlantis, they will find themselves grappling with the same questions that ancient Greek heroes and philosophers pondered: What does it mean to be a hero? Can one defy fate? And what is the price of hubris?

This journey through myth becomes a mirror, revealing truths about both the ancient world and our modern lives.

SETTING AND CONTEXT

While this campaign assumes that you are playing *Atlantis: War of the Tridents* within its original context and setting, rooted deeply in the ancient world of Greece, the module has been carefully adapted with numerous fantasy elements to fit seamlessly within the narrative framework of 5E. This means that, while the setting is inspired by the ancient world, it is not constrained by it. The campaign incorporates magical creatures, arcane technologies, and divine interventions that enhance the epic scope of the story, making it accessible and engaging for any setting you choose to place it in - even your own.

Whether you wish to keep the campaign within its classical roots or transport it to a different world of your creation, *Atlantis: War of the Tridents* offers the flexibility to adapt to any campaign environment. The core themes of the campaign are universal, allowing this story to resonate in any setting, whether it’s a high-fantasy realm, a low-magic setting, or a completely original creation. The following section provides detailed insights into the important concepts in Greek mythology, offering you a more fleshed-out understanding of how to incorporate its various themes into your game. Additionally, it includes an overview of the cosmology and pantheon of Greek myths, giving you a comprehensive understanding of the divine and mythical elements that shape the world of Atlantis. This background information will serve as a valuable resource, whether you choose to remain faithful to the original setting or adapt the story to a new and unique world.

THE OLYMPIAN GODS

Name	Domain
Zeus	King of gods, sky, thunder, enforcer of law and order
Hera	Marriage, women, childbirth
Poseidon	Sea, earthquakes, horses
Demeter	Agriculture, harvest, fertility
Athena	Wisdom, war, crafts, reason
Apollo	Sun, music, arts, healing, prophecy
Artemis	Moon, hunting, wilderness, childbirth
Ares	War, violence, courage
Aphrodite	Love, beauty, desire
Hephaestus	Fire, metalworking, stone masonry
Hermes	Trade, thieves, travel, messenger of gods
Dionysus	Wine, festivity, ecstasy



Hera



Hermes



Athena



Hades



Hephaestus



Dionysus



Ares



Apollo



Demeter



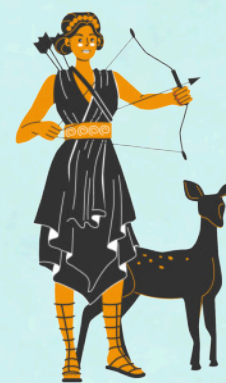
Poseidon



Aphrodite



Zeus



Artemis

LORE OF ATLANTIS

THE FALL OF ATLANTIS

ANCIENT BEGINNINGS

The city of Atlantis was once the crown jewel of civilization, a beacon of knowledge, power, and innovation. Nestled on a vast island in the midst of the ocean, Atlantis was founded thousands of years ago by an enlightened people who were blessed with the favor of the gods. The city's architecture mirrored the splendor of Mount Olympus, with towering columns, grand temples, and sprawling agoràs that spoke of the city's dedication to both the arts and sciences.

Atlantis' rise to power was fueled by its mastery of both magic and technology. The Atlanteans developed sophisticated devices powered by arcane energy, blending the scientific with the supernatural in ways that had never been seen before. They harnessed the power of the elements, developed unparalleled healing techniques, and created artifacts of immense power. This fusion of magic and technology allowed Atlantis to prosper, and soon, it became the most powerful city-state in the known world.

GOLDEN AGE

During its Golden Age, Atlantis was governed by a council of wise and powerful magi, philosophers, and engineers, all led by the Archon, the city's chief magistrate. The Atlanteans built great monuments, established academies, and fostered an era of unprecedented learning and culture. They worshipped a pantheon of gods, with Poseidon, god of the sea, as their chief deity due to their maritime prowess and reliance on the ocean. The city's greatest asset was the Heart of Atlantis, a colossal crystal of pure arcane energy, said to have been a gift from Poseidon himself. This crystal was the source of Atlantis' power, its magic, and its prosperity. It was initially housed in the Temple of Poseidon, then later moved to another secure underground location, where it was tended to by the city's most devoted priests and mages.

HUBRIS AND DOWNFALL

As Atlantis grew in power and influence, so too did its pride and ambition. The Atlanteans began to see themselves as equals to the gods, believing that their advancements had placed them beyond the need for divine favor. Their hubris did not go

unnoticed by the gods. Poseidon, who had once blessed the island of Atlantis and the surrounding sea, now watched with growing anger as the city's leaders became increasingly arrogant and disrespectful. The final straw came when the Archon declared that Atlantis no longer needed the gods, claiming that they would forge their own path ahead. In a fit of divine wrath, Poseidon and other gods convened to decide the fate of Atlantis. They decreed that the city and its people would be plunged into the depths of the ocean, to serve as a reminder to mortals of the dangers of hubris. Despite their immense power, the Atlanteans could not withstand the might of the gods.

THE SINKING OF ATLANTIS

The gods summoned a cataclysmic storm that engulfed the island, causing the earth to shake and the seas to rise. The city's grand structures crumbled, and the land itself was torn apart. Within moments, the once-great city was submerged beneath the waves.

However, the Atlanteans' mastery of magic had one final act. As the city sank, the mages, sacrificing their own lives, cast a powerful defensive spell fueled by the power contained within Heart of Atlantis. This magic created a vast force bubble around the inner section of the city, allowing it to exist beneath the ocean even as the rest of the island was destroyed. The bubble protected the city, provided breathable air despite the surrounding water, shielded the structures from the crushing pressure of the deep, and allowed life to continue within its bounds.

THE CURSE

When Poseidon saw that Atlantis had not been destroyed and still survived, he grew even angrier. Not content with simply submerging the city, he cast a terrible curse upon the surviving Atlanteans. They were transformed into tritons and sirens, races of aquatic beings, forever bound to the ocean and now immortal, suffering in a sunken city from which they could no longer escape. No longer could they walk on land or breathe the free air; their hubris had cost them their humanity. Furthermore, they were confined to the boundaries of Atlantis; to leave the environs of the force bubble meant certain death. The curse, also weakened the Atlanteans, reducing and limiting their magical power and physical prowess.

LIFE UNDER THE SEA

Over two decades, the Atlanteans adapted to their new existence. They rebuilt their society within the force bubble, maintaining their traditions and tentatively continuing their pursuit of knowledge. The city, now illuminated by the magical light originating from the force bubble, retained most of its ancient beauty.

Despite being weakened, the tritons and sirens of Atlantis developed new forms of magic and technology to adapt to the underwater environment. They communicated with sea creatures, harnessed the power of underwater currents, and cultivated marine flora for food and medicine. The Heart of Atlantis, though diminished, continued to provide a source of arcane energy. The Atlanteans never forgot their past or the reasons for their downfall. Stories of their ancestors' hubris and the gods' wrath are still being told in the city, serving as a cautionary tale. The temples remained places of worship and reflection, with the Temple of Poseidon still retaining a sizeable following.

THE RISE OF THE CULT OF POSEIDON

In the aftermath of Atlantis' fall, the citizens found themselves transformed into tritons and sirens, forever bound to their sunken city. Poseidon's wrath was absolute, and his worship waned as the Atlanteans turned their backs on the god they believed had betrayed them. Temples fell into disrepair, and the once-grand rituals ceased. Poseidon's presence became a whisper of the past, his name spoken with bitterness and resentment.

THE HIGH PRIEST EMERGES

Among the survivors was a devout cleric named Telamon, who had once been a high priest in the Temple of Poseidon. Telamon, unlike many others, maintained his faith despite the cataclysm, believing that the fall of Atlantis was a consequence of the hubris of Atlanteans and that Poseidon's wrath was fair and justified. Initially, his efforts to rekindle the worship of Poseidon were met with scorn and hostility. He preached in the ruined squares of Atlantis, his voice echoing off the ancient, crumbling columns, but few listened. Most Atlanteans, consumed by anger and despair, saw Poseidon as the architect of their suffering.

A DIVINE VISION

Years passed, and Telamon's determination never wavered. One night, as he meditated in the temple's inner sanctum, Poseidon manifested himself in a dream. The god appeared as a towering figure of the sea, his eyes gleaming with the power of the ocean's depths. He spoke to Telamon, promising that through devout worship and unwavering faith, the curse that bound Atlantis and its inhabitants could be lifted. The city, Poseidon claimed, could rise again, free from the burden of his wrath. In reality, Poseidon was amused by the situation. He harbored no true intention of restoring Atlantis but relished the conflict and vain hope that would arise from Telamon's mission. The god lifted part of the curse from Telamon, restoring much of his clerical power. This divine boon made Telamon more powerful than ever, a beacon of hope and a testament to Poseidon's supposed benevolence.

THE RISE OF POWER

Telamon awoke from his vision with renewed vigor. His powers, once diminished, now surged with divine energy. He could heal the sick, command the waters, and perform miracles that awed the citizens of Atlantis. Slowly but surely, his influence grew. People saw the tangible proof of Poseidon's favor in the high priest's newfound abilities. They began to believe in the narrative that worshipping Poseidon could indeed bring salvation. The miracles performed by Telamon were undeniable. He healed wounds that seemed beyond repair, called forth fresh water from the ocean depths, and even quelled the aggressive sea creatures that sometimes threatened the city's borders. The Atlanteans, desperate for hope and stability, flocked to his sermons. The Temple of Poseidon was restored, becoming once more a place of worship and community.

THE CULT GROWS

As Telamon's power grew, so did the number of his followers. The cult of Poseidon slowly rose from the ashes, with Telamon at its helm. His sermons spoke of redemption and revival, painting a future where Atlantis would rise from the depths, free of the curse. The promise of a return to glory was a powerful motivator, and many Atlanteans, driven by hope or fear of Telamon's power, pledged themselves to the cause.

However, not all were convinced. Skeptics and

dissenters feared Telamon's growing influence, suspecting that his newfound power was not a gift but a further manipulation by the gods. These dissenters whispered of Poseidon's true nature, warning that the god's amusement would come at a great cost.

Despite this, the cult's momentum was unstoppable. Telamon's presence brought a semblance of unity to the fractured city. Under his guidance, the cult initiated numerous projects aimed at restoring the city's infrastructure and improving the lives of its citizens.

THE POWER STRUGGLE

The resurgence of Poseidon's worship created a power struggle within Atlantis. Telamon's followers, emboldened by their faith and the miracles they witnessed, clashed with those who opposed the cult. Tensions rose, leading to skirmishes and political maneuvering as each side sought to gain the upper hand.

Telamon, now a powerful cleric with a direct line to Poseidon, showed no mercy to his enemies. He used strength and violence to achieve his goals, quelling opposition with an iron fist. His main adversaries were the city's Archon and the remaining weakened mages of the Mage Tower. These factions viewed Telamon as a threat to the city's fragile stability and their own dwindling power.

A CITY DIVIDED

Atlantis, once united in its shared suffering and isolation, now found itself divided. The cult of Poseidon, under Telamon's ruthless leadership, continued to grow, its members fervent in their belief that they were on the path to redemption. Meanwhile, the Archon and the mages formed covert alliances, preparing for the possibility that Telamon's rise could lead to further ruin.

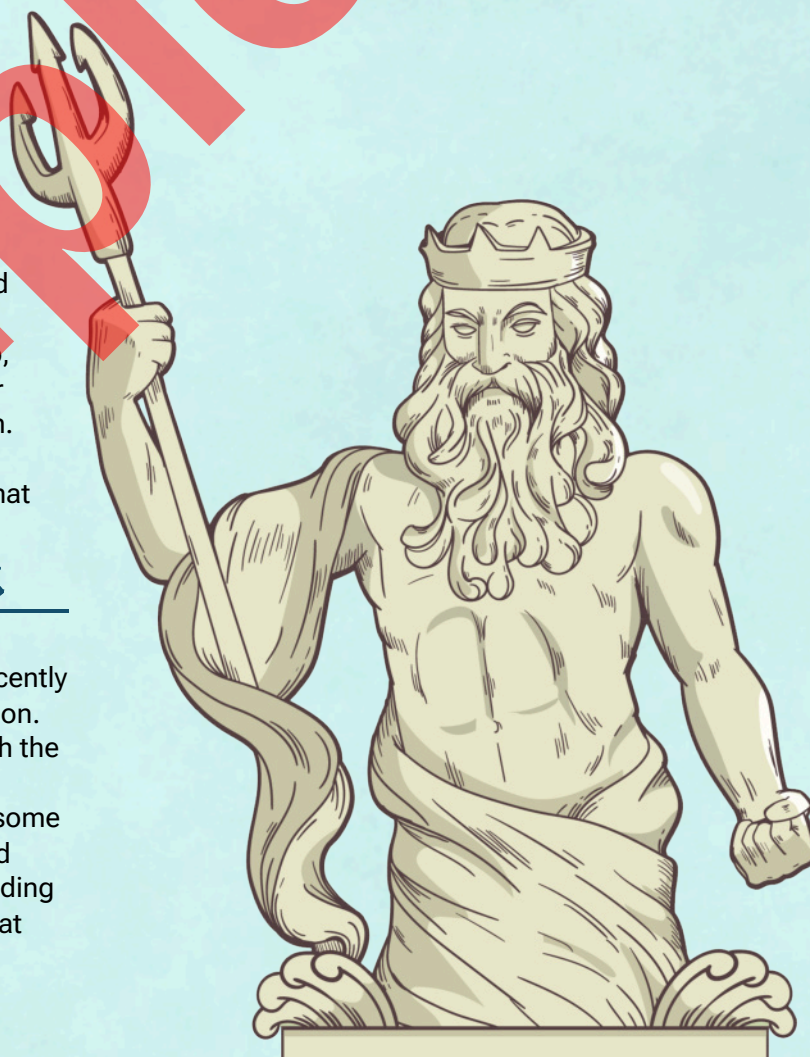
THE WAR OF THE TRIDENTS

The two factions are now on the brink of war. Telamon, seeking to consolidate his power, recently orchestrated the capture of the Archon, Hyperion. This audacious move sent shockwaves through the entire city. Hyperion's sudden and mysterious disappearance further escalated tensions, as some believe Telamon had either imprisoned or killed him. The uncertainty and growing fear surrounding the Archon's fate cause a cascade of events that threaten to plunge Atlantis into chaos.

CALL TO ACTION

In the immediate aftermath of Hyperion's disappearance, Nereus, the Archmage of the Mage Tower, realized that the key to preventing an all-out war lay in uncovering the truth about Hyperion's fate. He believed that finding and rescuing Hyperion, provided he is still alive, could rally the divided citizens and restore hope to Atlantis. Nereus calls upon a group of brave and skilled individuals to undertake this perilous mission. The party is tasked with attending an audience with Telamon, while spies - or the adventurers themselves - gather intelligence, and ultimately locate or discover news about the missing Archon. Their mission is urgent; the city teetered on the edge of civil war, and every moment counts. If they can find Hyperion and bring him back, they might prevent the conflict from erupting into a full-scale war. The stakes are high, and the future of Atlantis rests in their hands.

The players' actions will determine whether the city descends into the chaos of the War of the Tridents or finds a path to peace and restoration.



THE ARTIFACT

Nereus himself has a lead on the Staff of Truth, which could expose Telamon’s plot to the citizens of Atlantis. However, he advises the party to hold off on pursuing it until they are more prepared. The Archmage hopes for the artifact to be located near the city. He explains that the artifact was once kept in a magical center devoted to the study of divination magic. However, with many structures having collapsed or been destroyed during the fall of Atlantis, its current location is now uncertain. Nereus warns that searching for the staff now would be like finding a needle in a haystack - the area is vast, and there’s no certainty the artifact is even still there. He is currently preparing for powerful divination rituals to bypass the magical wards that once protected the center and hopefully discover more information about the its location. He asks the party to return to him in a week, by which time he hopes to have performed the magic. In the meantime, he advises the characters to perform quests and tasks within the city and gain allies to aid them in the fight ahead. For more details on the divination magical center and its content, refer to Chapter 3.

QUESTS IN ATLANTIS

In this section of the adventure, the party has the opportunity to undertake various tasks and quests within the city and its surrounding areas. These activities will help them grow stronger, increase their reputation and influence among the different factions of Atlantis, and acquire new allies and magical items that will aid them in their quest. As the party completes these quests, they will also gain the chance to level up. Upon completing any two quests in Atlantis, the party will advance to 5th level, marking their abilities in dealing with the challenges of the sunken city and its surroundings. After completing three additional quests (for a total of five), the party will reach level 6. While performing additional quests beyond these five will not grant the party the chance to level up further, the adventurers may still receive valuable rewards in terms of gold, magic items, and increased fame. These rewards can prove essential as they continue their journey, providing the resources and recognition needed to succeed in future challenges. The following table provides a brief overview of each quest and its starting location.

QUESTS IN ATLANTIS TABLE

Quest Name	Starting Location	Brief Overview
Allying with the Hydra’s Head	The Siren’s Song	Players are approached by tritons to meet Xanthos, leader of the Hydra’s Head, who proposes an alliance. They must retrieve a magical sea conch from the lair of a deep sea serpent to secure the alliance.
Hyperion’s Request	The Archon’s Mansion	Players investigate a trio of mysterious foreigners who recently arrived in Atlantis and suspected of being agents of Poseidon. They must uncover their true motives and decide whether to neutralize or negotiate with them.
Nereus’s Request	Mage Tower	Players investigate a parchment shortage impacting the Mage Tower, uncovering a plot linked to Poseidon’s influence. They must resolve the situation by dealing with the suppliers or finding new resources.
The Grand Tournament of Atlantis	Amphitheater, Streets of Atlantis	Players participate in a prestigious tournament, facing various rounds of combat, including a final battle against a group of powerful followers of Poseidon. Victory brings great rewards and honor.
The Haunting of the Widow’s House	The Siren’s Song	Players help Lady Myra put her husband’s tormented spirit to rest by defeating a wraith tied to a cursed compass in their home.
The Lurking Shadows	The Siren’s Song	Players assist a local woman by clearing out a bandit faction who detached from the Hydra’s Head and is now terrorizing the Commercial District. The quest may also tie into larger criminal activities in Atlantis and offers a great reward from Xanthos.
The Restless Deep	City Streets	Players investigate a cave near Atlantis that has been taken over by a giant squid, threatening the city. They must defeat the creature to ensure the safety of Atlantis and its marine ecosystem.
The Restoration of Athena’s Cult	Temple of Athena	Players perform feats to restore Athena’s influence in Atlantis, such as winning an arena competition, ensuring temple safety, or gaining support from the Mage Tower. They receive a divine blessing as a reward.

CHARACTER OPTIONS



THE CHARACTER OPTIONS SECTION OF THIS manual provides players with a range of new and exciting ways to bring the mythical world of Atlantis to life.

Whether you are a brave hero exploring the ruins of the city or one of its

inhabitants who witnessed its fall and endured the curse imposed by Poseidon, these options are designed to enhance your experience and deepen your connection to the sunken city. While specifically crafted for the *War of the Tridents* campaign, these options are versatile enough to be used in any setting, making them perfect for any campaign that involves the mysteries of the deep or adventures in aquatic environments.

BACKGROUNDS

The backgrounds introduced in this section allow you to root your character in the world of Atlantis or the broader oceanic environment. Whether you are a descendant of the city or an operative of the Hydra's Head, these backgrounds provide rich narrative foundations and unique skills tailored for aquatic adventures.

RACES

Explore Sirens and Tritons, two new races that embody the magic and mystery of the ocean. These lineages are specially designed to thrive in underwater settings, offering unique abilities that reflect their deep connection to the sea.

FEATS

Expand your character's capabilities with feats that grant specialized abilities ideal for aquatic settings. These feats allow you to hone your skills, whether it's mastering underwater combat or enhancing your mobility in the ocean.

SUBCLASSES

The subclasses in this section are inspired by the ancient magic and traditions of Atlantis. Each subclass offers a unique blend of thematic elements and mechanical benefits that capture the essence of life in the depths. Whether you are a Barbarian channeling the ferocity of the Sea Serpent, a Bard drawing power from the Siren's Call, or a Paladin sworn to the Oath of the Deep, these subclasses are designed to enhance your abilities in both combat and exploration, particularly in underwater environments.

SPELLS

Harness the raw power of the ocean with a collection of spells that evoke the might and mystery of the deep. From summoning the crushing force of a tidal wave to controlling the very currents of the sea, these spells are designed to give your character a wide array of options in both combat and exploration. Whether you are on land or underwater, these spells will bring the power of the ocean to your fingertips.

MAGIC ITEMS

Discover powerful relics and treasures from the sunken world of Atlantis. These magic items are infused with the essence of the ocean and are designed to aid adventurers in their underwater quests. Whether it's an ancient trident that channels the power of the tides or an enchanted ring that allows you to breathe underwater, these items will be invaluable assets in your adventures.



OCEAN SCALE MAIL

Armor (scale mail), uncommon (requires attunement)

Armor made from the scales of a sea creature. You gain a +1 bonus to AC while wearing this armor. Additionally, you have resistance to cold damage.

CORAL ARMOR

Armor (any light or medium), uncommon (requires attunement)

Armor made from enchanted coral. You gain a +1 bonus to AC while wearing this armor. Additionally, you have advantage on saving throws against being charmed or frightened.

DEEP SEA HARPOON

Weapon (javelin, spear, or trident), uncommon (requires attunement)

A weapon designed for underwater combat, adorned with seaweed and barnacles. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Twice per day, when you hit a creature with this harpoon, you can choose to deal an additional 1d10 piercing damage and force the target to succeed on a DC 13 Strength saving throw or be grappled.

ATLANTEAN SEAL

Wondrous item, uncommon (requires attunement)

The Atlantean Seal is used by the nobility of Atlantis as a symbol of authority and influence. Crafted from exquisite blue sapphire and inscribed with the ancient runes of the Atlantean empire, this seal is not only a mark of high status but also a powerful magical tool.

A finely crafted seal made of blue sapphire, etched with ancient Atlantean runes and the crest of Atlantis.

While holding this seal, you gain a +1 bonus to Charisma (Persuasion) checks and advantage on saving throws against being charmed. As an action while holding it, you can cast the *command* spell (DC 13). This property recharges daily at dawn.

MERMAID'S MIRROR

Wondrous item, uncommon

A hand mirror framed with seashells and pearls. Once per day, you can use the mirror to cast the *alter self* spell, but only to gain the Aquatic Adaption or Change Appearance benefits.



ATLANTEAN ELEMENTAL SWORD

Weapon (longsword), very rare (requires attunement)

The Atlantean Elemental Sword is a revered artifact, crafted by the master smiths of Atlantis for their most valorous and strong warriors. Forged in the legendary Forge of Atlantis, a mythical place at the outskirts of the island, this sword was designed to harness the power of fire, lightning, and water, making its wielder a formidable force on the battlefield. Only a few of these exceptional swords were ever made, each one showcasing the skill and ingenuity of Atlantean craftsmanship. Legend tells of a mighty warrior who wielded this sword to slay a fearsome hydra, proving its unparalleled power.

A finely crafted longsword with three radiant gems embedded in its hilt, each pulsing with elemental energy.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Additionally, on a hit, the sword deals an extra 1d4 cold damage, 1d4 lightning damage, and 1d4 fire damage.

The three gems correspond to different elemental effects, each activated by a specific command word that you can speak as a free action. You can use each effect once per day, and the gems recharge at dawn:

Fire Gem (Ignis). When you speak the command word “Ignis”, the sword’s blade erupts in flames, causing it to deal an additional 2d4 fire damage on a hit.

Additionally, if the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, an ignited creature takes 1d4 fire damage at the start of each of its turns. This effect lasts for 1 minute or until you speak the command word again to deactivate it.

Lightning Gem (Fulmen). When you speak the command word “Fulmen”, the sword crackles with lightning, causing it to deal an additional 2d4 lightning damage on a hit and the target can’t take reactions until the start of its next turn. This effect lasts for 1 minute or until you speak the command word again to deactivate it.

Water Gem (Unda). When you speak the command word “Unda”, the sword becomes shrouded in a swirling vortex of water, causing the target to take an additional 2d4 cold damage on a hit. Additionally, on a hit, the target’s speed is reduced by 10 feet until the end of its next turn. This effect lasts for 1 minute or until you speak the command word again to deactivate it.



ALEC
ADAMS
ART

BARBARIAN: PATH OF THE SEA SERPENT

CONNECTION TO THE OCEAN

Barbarians who follow the Path of the Sea Serpent are fierce warriors with a profound connection to the ocean and its serpentine inhabitants. In Atlantis, the term “Sea Serpent” refers to a wide range of aquatic creatures with serpentine forms, from sea dragons to deep sea serpents and other monstrous fish. These barbarians draw their power from these legendary creatures, channeling their strength and ferocity into their combat style. Their bond with the ocean is deep, and their abilities reflect this unique connection.

SERPENTINE GRACE AND POWER

Sea Serpent Barbarians are renowned for their exceptional swimming abilities and their affinity for the ocean’s depths. They thrive in underwater environments, moving with the grace and power of the sea serpents they revere. Their combat style is fluid and relentless, striking with the speed and precision of a serpent’s bite. These barbarians are masters of aquatic maneuverability, able to navigate the ocean’s currents and depths with ease, making them formidable adversaries in underwater combat.

GUARDIANS OF THE OCEAN

These barbarians often serve as guardians of the ocean, protecting their coastal communities from threats both above and below the waves. Their connection to the sea serpents grants them unique abilities that make them formidable opponents in aquatic combat. Whether facing off against sea monsters or defending their homes from invaders, Sea Serpent Barbarians embody the primal power and majesty of the ocean’s most fearsome creatures. Their presence is a boon to any community, as they stand as stalwart defenders against the many dangers of the deep.

LIFE AMONG SEA SERPENTS

Living among sea serpents has its own set of challenges and rewards. Sea Serpent Barbarians often find themselves in the company of these majestic creatures, learning their ways and gaining their trust. This bond allows them to harness the serpents’ natural abilities, such as enhanced swimming speed and resilience against the ocean’s many hazards. Their life is one of constant vigilance and respect for the ocean’s power, making them uniquely suited to thrive in its depths.

BARBARIAN: PATH OF THE SEA SERPENT

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Aquatic Adaptation, Serpent's Grace	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Ocean's Resilience	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Serpent's Fury	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Indomitable Sea Serpent	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

SERPENT'S GRACE

Starting at 3rd level, your connection to sea serpents grants you exceptional agility and speed in the water. You gain a swimming speed equal to your walking speed, and while underwater, you have advantage on Dexterity (Acrobatics) checks and Strength (Athletics) checks made to avoid or escape grapples.

AQUATIC ADAPTATION

At 3rd level, you can adapt to the harsh conditions of underwater environments. While raging, you gain the following benefits:

- You do not need to hold your breath while underwater.
- You gain resistance to cold damage. If you already have it, you gain advantage on saving throws against spells and effects that deal cold damage instead.
- Once per turn, when you hit a creature with a melee weapon attack, you can deal additional damage of the weapon's type equal to your Constitution modifier (minimum of 1).

OCEAN'S RESILIENCE

At 6th level, your bond with the ocean grants you enhanced durability and survivability. You gain the following benefits:

- You have advantage on saving throws against being paralyzed or restrained.
- While raging, you gain temporary hit points equal to half your Constitution modifier (minimum of 1) at the start of each of your turns while underwater.
- You have advantage on saving throws against exhaustion caused by Forced March while underwater.

SERPENT'S FURY

At 10th level, your rage takes on the nature of a sea serpent. While raging, you gain the following benefits:

- Once per rage, when you take the Attack action, you can make one additional melee attack as part of that action.
- When a creature you can see targets you with an attack, you can use your reaction to curl your body, gaining a bonus to your AC equal to your proficiency bonus against that attack.

INDOMITABLE SEA SERPENT

At 14th level, your spirit becomes as unyielding as the mightiest sea serpents. Choose one of the following abilities when you get this feature:

Leviathan's Might. Once per rage, you can use your action to make a single, powerful melee attack with advantage, replacing all your attacks for that turn. Roll to hit with your weapon. On a hit, this attack deals 8d10 damage of the weapon's type plus additional damage equal to twice your Constitution modifier (minimum of 2).

Ocean's Wrath. While raging, you can channel the fury of the ocean into your attacks. Once per turn, when you hit a creature with a melee attack, you can cause a burst of deep sea water to erupt from the impact, dealing an additional 1d6 cold damage to the target and all other creatures within 5 feet of it (other than yourself).

Serpent's Roar. Once per rage, while raging, you can release a powerful roar as a bonus action, causing creatures of your choice within 30 feet to make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or be frightened of you until the start of your next turn.

Once per week, you can swap this ability by spending an hour to reattune yourself to the powers of the ocean.



FIGHTER: TRIDENT MASTER

Fighters who follow the path of the Trident Master are unparalleled specialists in the use of tridents and spears. These warriors harness the unique advantages of these versatile weapons to dominate in both close combat and at range. Their training emphasizes precision, control, and devastating effectiveness, turning their weapon into an extension of their will.

MASTERS OF COMBAT

Drawing inspiration from legendary sea warriors and disciplined phalanx fighters, Trident Masters excel in using their weapons to pierce defenses, trip opponents, and control the battlefield. Their exceptional skills make them formidable in any combat scenario, whether fighting on land or underwater.

Trident Masters often serve as elite soldiers, gladiators, or personal bodyguards, using their

distinctive weapons to protect and dominate. They carry an array of tridents and spears, each suited for different tactics, and they are always prepared to adapt their fighting style to any threat.

RELENTLESS WARRIORS

With their unmatched expertise, Trident Masters ensure that every strike counts. They are able to thrust tridents to pierce armor, hurl spears to pin their enemies, or unleash devastating critical attacks, epitomizing a complete mastery over their chosen arms.

Whether defending an underwater city from invading forces, engaging in ritualistic combat to prove their prowess, or leading a phalanx into battle, Trident Masters embody the spirit of disciplined and relentless warriors, ensuring their weapons strike true and their enemies always fall before them.

FIGHTER: TRIDENT MASTER

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (x1)
3rd	+2	Trident Mastery
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Piercing Thrust
8th	+3	Ability Score Improvement
9th	+4	Indomitable (x1)
10th	+4	Immovable Defense
11th	+4	Extra Attack (x2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (x2)
14th	+5	Ability Score Improvement
15th	+5	Relentless Assault
16th	+5	Ability Score Improvement
17th	+6	Action Surge (x2), Indomitable (x3)
18th	+6	Unstoppable Force
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (x3)

TRITONS AS TRIDENT MASTER FIGHTERS

Tritons, with their natural affinity for tridents, often excel as Trident Master fighters. The trident and spear are perfect weapons for use underwater, where their design allows for swift, powerful strikes with minimal resistance. Triton Trident Masters are revered protectors of underwater realms, using their skills to defend their homes against aquatic threats and ensuring the safety of their people.

TRIDENT MASTERY

Starting at 3rd level, you have become exceptionally skilled in the use of tridents and spears. You gain the following benefits:

- When you make a melee attack with a trident or a spear, you can roll one additional damage die on a hit.
- When you make a ranged attack with a trident or a spear, throwing at long range or being within 5 feet of an hostile creature don't impose disadvantage on the roll.

PIERCING THRUST

At 7th level, you learn to pierce through the toughest defenses. When you hit a creature with a melee attack made with a trident or spear, you can choose to make it a Piercing Thrust. On a hit, you deal additional damage equal to your proficiency bonus, and the target must succeed on a Constitution saving throw (with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier, your choice) or be stunned until the end of its next turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

IMMOVABLE DEFENSE

At 10th level, your stance with a trident or spear makes you difficult to dislodge. When you are wielding a trident or spear, you gain the following benefits:

- You cannot be knocked prone or pushed against your will.
- When you take the Dash or Dodge action, you can make an attack with your trident or spear as part of the same action.
- You have advantage on ability checks and saving throws against being grappled or restrained.

RELENTLESS ASSAULT

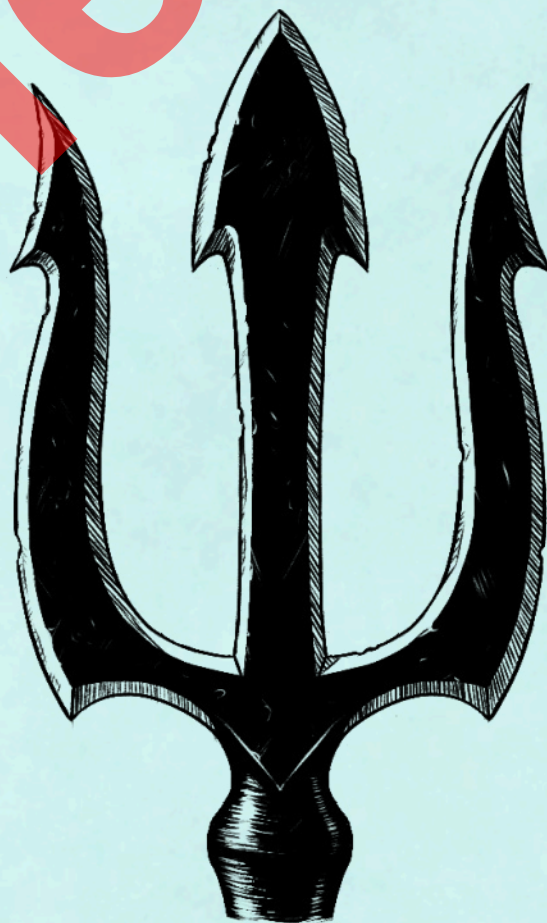
At 15th level, you become a master of relentless attacks. When you make an attack with a trident or spear, you can choose to gain advantage on all the attack rolls made with such a weapon during the current turn. You can use this feature a number of times equal to your proficiency bonus, regaining any expended uses when you finish a long rest.

Additionally, when you score a critical hit with a trident or spear, you can use your bonus action to make a melee weapon attack with the opposite end of the weapon. On a hit, you deal bludgeoning damage equal to 1d4 + your Dexterity or Strength modifier (your choice) instead of the normal weapon damage.

UNSTOPPABLE FORCE

At 18th level, your mastery of tridents and spears makes you an unstoppable force on the battlefield. You gain the following benefits:

- Your attacks with tridents and spears score a critical hit on a roll of 19 or 20.
- When you use your Action Surge feature, you can immediately make an additional weapon attack with a trident or spear you are holding.



ART BY
DEAN SPENCER

3RD-LEVEL SPELLS

REJUVENATING WATERS

3rd-level evocation

Casting Time: 1 action

Range: Touch

Target: One creature you touch

Components: V, S, M (a drop of pure water)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Paladin

You channel the restorative power of pure water into a creature you touch. The target regains hit points equal to 2d10 + your spellcasting ability modifier. Additionally, the target is cured of one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d10 for each slot level above 3rd.

WATER CYCLONE

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Target: A point you can see within range

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You conjure a swirling cyclone of water in your hands and hurl it toward a point you can see. Each creature in a 10-foot radius centered on that point must make a Strength saving throw. On a failed save, a creature takes 7d8 bludgeoning damage and is knocked prone.

On a successful save, a creature takes half as much damage and isn't knocked prone.

The whirlwind then dissipates, creating a burst of water that drenches the area. The area within a 20-foot radius centered on the target point becomes difficult terrain until the start of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 3rd.

TIDAL SMITE

3rd-level evocation

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Paladin, Ranger

You call upon the power of the ocean to infuse your weapon. The next time you hit a creature with a melee weapon attack before this spell ends, the target takes an extra 3d8 cold damage, and a wave of water erupts from your weapon in a 10-foot radius centered on you. Each creature in that area (other than yourself) must make a Strength saving throw, taking 2d6 bludgeoning damage on a failed save, or half as much on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the extra cold and bludgeoning damage respectively increase by 1d8 and 1d6 for each slot level above 3rd.



ART BY
DEAN SPENCER

BRINE SEA SERPENTS

Brine Sea Serpents are terrifying predators that dwell in the darkest, saltiest depths of the ocean, where brine pools and the pressure is immense. These colossal, sinuous creatures are infamous among sailors and sea creatures alike, known for their sheer size, fearsome appearance, and the noxious brine they spew in deadly torrents. Their elongated bodies are covered in rugged scales that shimmer with a sickly greenish-blue hue, often mistaken for the faint glow of bioluminescent deep-sea life. Their heads are adorned with jagged fins and spines, casting a menacing silhouette against the ocean's depths. But the most terrifying aspect of these serpents is their ability to unleash a powerful breath of toxic brine, able of corroding anything caught in its path. Brine Sea Serpents are solitary hunters, fiercely territorial, and perfectly adapted to the extreme conditions of the deep ocean. They are patient, cunning predators, often lying in wait near underwater trenches or the remains of sunken ships, ready to ambush any unsuspecting prey that strays too close. When they strike, they do so with a combination of swift, coiling attacks and their devastating brine breath, leaving little chance for escape.



BRINE SEA SERPENT

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	5 (-3)	14 (+2)	8 (-1)

Saving Throws Dex +6, Con +6, Wis +5

Skills Perception +5, Stealth +9, Survival +5

Damage Resistances cold

Damage Immunities acid

Senses darkvision 120 ft., passive Perception 15

Languages –

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Amphibious. The brine sea serpent can breathe air and water.

Aquatic Camouflage. The brine sea serpent has advantage on Dexterity (Stealth) checks made to hide in underwater environments.

Keen Senses. The brine sea serpent has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The brine sea serpent makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 5 (1d10) acid damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 15 (3d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is also restrained, and the brine sea serpent can't constrict another target.

Brine Breath (Recharge 5-6). The brine sea serpent exhales a 30-foot cone of toxic brine. Each creature in that area must make a DC 16 Constitution saving throw, taking 38 (7d10) acid damage on a failed save, or half as much damage on a successful one. Any nonmagical metal armor within the area is partly corroded, taking a permanent and cumulative -1 penalty to the AC it offers. An armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Defensive Coil. When a creature the serpent can see targets it with an attack, the serpent curls its body defensively, gaining a +3 bonus to AC against that attack.

DEEP SEA MIMIK

Large monstrosity (shapechanger), unaligned

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 15 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	5 (-3)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +6

Damage Resistances cold

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 14). Ability checks made to escape this grapple have disadvantage.

Amphibious. The mimic can breathe air and water.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. It can remain in this form indefinitely and is indistinguishable from an ordinary object or structure while motionless.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) acid damage.

DEEP SEA MIMICS

Deep Sea Mimics are fearsome predators that inhabit the ocean's darkest and most inhospitable depths, where they have evolved to endure immense pressure and freezing temperatures. These massive, shape-shifting creatures are capable of mimicking underwater objects such as coral formations, shipwreck debris, or sunken treasure chests. Their camouflage is so flawless that even the most seasoned adventurers often fall prey to their ambushes.

In their true form, Deep Sea Mimics are grotesque masses of undulating flesh, bristling with tendrils and lined with rows of needle-like teeth. Their thick, resilient hide exudes a sticky, adhesive substance, allowing them to latch onto and ensnare their victims with ease. The mimic's mouths can emerge from any part of their body, making them unpredictable and deadly attackers.

Cunning and patient, Deep Sea Mimics lie in wait for days, weeks, or sometimes even months, blending seamlessly into their surroundings. When a creature comes within reach, they strike with terrifying speed, dragging the newfound prey into their acidic maw.

Solitary and territorial, Deep Sea Mimics are rarely encountered in groups. They fiercely protect their hunting grounds from any intruders and are most commonly found in the most hidden depths of the ocean. However, there are stories of these creatures drifting closer to the surface, drawn by the promise of larger prey or the lure of sunken ships.





FISHMAN

Medium humanoid (fishman), neutral evil

Armor Class 10 (natural armor)

Hit Points 9 (2d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	8 (-1)	10 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Amphibious. The fishman can breathe air and water.

Slippery Grasp. The fishman has advantage on Strength (Athletics) checks made to escape a grapple.

Water Spellcasting. The fishman's spellcasting ability is Wisdom (spell save DC 10). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *sea spray*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

FISHMEN

Fishmen are aquatic humanoids found in the depths of the ocean. Their appearance is a blend of humanoid and piscine traits, with each Fishman often resembling a different species of fish, from sleek, shark-like forms to more bulbous, anglerfish-like figures. They live in tightly-knit tribes that are fiercely territorial and aggressive toward intruders. The tribes of the Fishmen are typically led by a Fishman Elder, a wise and powerful figure who guides their people in both battle and ritual. In larger tribes, there may be multiple elders, each with their own domain of influence, overseeing different aspects of tribal life such as warfare, spirituality, or diplomacy. Their shamans, attuned to the primal forces of the sea, wield dangerous magic to protect their kin and strike their enemies. Fishmen are known for their brute strength and cunning, and they defend their territory with ferocity.

FISHMAN SCOUT

Medium humanoid (fishman), neutral evil

Armor Class 11 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages Aquan

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Amphibious. The fishman can breathe air and water.

Slippery Grasp. The fishman has advantage on Strength (Athletics) checks made to escape a grapple.

Water Spellcasting. The fishman's spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *sea spray*

1/day: *crashing wave*

ACTIONS

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

FISHMAN SHAMAN*Medium humanoid (fishman), neutral evil***Armor Class** 12 (natural armor)**Hit Points** 39 (6d8 + 12)**Speed** 30 ft., swim 30 ft.

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

Saving Throws Int +2, Wis +5**Skills** Perception +5, Religion +4**Senses** darkvision 60 ft., passive Perception 15**Languages** Aquan**Challenge** 2 (450 XP)**Proficiency Bonus** +2**Amphibious.** The fishman can breathe air and water.**Oceanic Wisdom.** The fishman has advantage on Intelligence (Nature) and Wisdom (Survival) checks related to aquatic environments, including tracking underwater creatures, predicting sea currents, and identifying oceanic flora and fauna.**Sea Speak.** The fishman can communicate with aquatic creatures as though under the effect of the *speak with animals* spell.**Slippery Grasp.** The fishman has advantage on Strength (Athletics) checks made to escape a grapple.**Water Spellcasting.** The fishman's spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *druidcraft*, *sea spray*
 2/day each: *coral shield*, *crashing wave*, *healing word*
 1/day each: *coral cage*, *coral growth*, *hold person*,
lesser restoration

ACTIONS**Multiattack.** The fishman casts a spell and makes one attack with its staff.**Staff, Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.**Call of the Deep (1/Day).** The fishman calls upon the power of the ocean. Creatures of the shaman's choice within 30 feet of it must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of their next turn.**FISHMAN ELDER***Medium humanoid (fishman), neutral evil***Armor Class** 15 (natural armor, shield)**Hit Points** 85 (10d8 + 40)**Speed** 30 ft., swim 30 ft.

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

Saving Throws Str +6, Con +7, Wis +6**Skills** Athletics +6, Perception +6, Intimidation +7**Senses** darkvision 60 ft., passive Perception 16**Languages** Aquan**Challenge** 5 (1,800 XP)**Proficiency Bonus** +3**Amphibious.** The fishman can breathe air and water.**Focused Strike (Recharge 6).** When the fishman makes a melee weapon attack, it can declare that attack to be a Focused Strike. If the attack hits, it deals an additional 14 (4d6) piercing damage, and the target must make a DC 14 Constitution saving throw or be stunned until the end of its next turn.**Oceanic Wisdom.** The fishman has advantage on Intelligence (Nature) and Wisdom (Survival) checks related to aquatic environments, including tracking underwater creatures, predicting sea currents, and identifying oceanic flora and fauna.**Sea Speak.** The fishman can communicate with aquatic creatures as though under the effect of the *speak with animals* spell.**Slippery Grasp.** The fishman has advantage on Strength (Athletics) checks made to escape a grapple.**Water Spellcasting.** The fishman's spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *sea spray*
 1/day each: *crashing wave*, *hold person*

ACTIONS**Multiattack.** The fishman makes three attacks.**Greetspear, Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.**BONUS ACTIONS****Command the Swarm.** The fishman commands any number of fishmen of its choice within 30 feet to reposition themselves. Each creature that can hear it can immediately use its reaction to move up to half its speed without provoking opportunity attacks.

APPENDIX B: RANDOM ENCOUNTERS TABLES

RANDOM ENCOUNTERS IN ATLANTIS

The following table presents a list of random encounters within the city of Atlantis, useful to flesh out your adventure with additional hooks and ideas. These include both social and combat encounters, some of which may have slightly altered variants or outcomes depending on the current point in the story.

RANDOM ENCOUNTERS IN ATLANTIS TABLE

d20	Encounter	Overview
1	Mysterious Merchant	The party encounters a merchant selling rare and possibly cursed Atlantean relics. The merchant's true intentions are unclear, and a successful insight or arcana check could reveal hidden dangers or hidden value in the items.
2	Assassination Attempt	The party is ambushed by triton and siren bandit captains, along with their bandit followers. These assassins are working for Telamon, forcing the party to defend themselves and uncover who ordered the hit.
3	Siren's Performance	A famous siren songweaver captivates a crowd with her enchanting performance in a public square. The performance offers a chance for the party to gather information or become entranced by the siren's magic.
4	Veteran Challenge	A triton or siren veteran challenges the strongest party member to a non-lethal duel of honor. Winning could earn the party respect, a reward, or the veteran's future assistance.
5	Sirens in Distress	The party hears a cry for help from siren commoners being harassed by triton bandits. Intervening may lead to a fight, with the bandits possibly revealing they are rogue agents with their own agenda.
6	Siren Bandit Heist	The party learns of a heist planned by a siren bandit captain and their crew. They can choose to thwart the heist, join forces with the bandits, or alert the authorities, each with its own consequences.
7	Public Debate in the Agora	The party encounters a heated debate between triton and siren commoners about Poseidon's worship. The situation may escalate, and the party can intervene to sway opinions or gather information.
8	Poseidon's Loyalists	A triton champion and veteran challenge the party's beliefs on their way to the Temple. The encounter can be resolved peacefully or could lead to combat, especially after recent tensions in the city.
9	Bandit Robbery Attempt	The party is confronted by triton and siren bandits in a dimly lit alley, demanding their valuables. The situation is tense, and the party may need to negotiate, intimidate, or fight their way out.
10	Lost Child	The party finds a lost siren child who is too scared to return home alone, mentioning something strange in the shadows. Escorting her home safely earns the party a small reward from her grateful family.
11	Siren Accusation	A siren commoner accuses triton guards of abusing their authority, claiming they redirected her from Athena's temple. Investigating may reveal the guards are spies working for Telamon.
12	Fishmonger's Bargain	A triton fishmonger offers the party a special deal on his catch of the day, claiming it has mystical properties. The party can buy the fish, investigate the claims, or barter for a better price.
13	Child's Curiosity	A young siren or triton commoner is fascinated by the party's weapons or magical items and asks many questions. Entertaining the child may lead to a small reward or useful advice from their parent.
14	Petitioner's Request	A triton commoner asks the party to support a petition addressing issues in the city, such as taxes or living conditions. The encounter could lead to involvement in local politics or side quests.
15	Shopkeeper's Special	A triton shopkeeper offers the party a special deal on a rare item in his store. The item may have cultural or magical significance, and the party can negotiate for a better price or learn more about its history.
16	Pet Adoption	A siren commoner offers aquatic pets for adoption, claiming they bring good luck or minor benefits. Adopting a pet could provide the party with a unique, non-combat companion.
17	Friendly Rivalry	Two triton commoners invite the party to judge their fishing competition. The party's decision could earn them a free meal or a favor from the winner, along with local gossip.
18	Aggressive Fish Attack	A group of manta rays has entered the city, posing a threat to the locals. The party is asked to help deal with these creatures before someone gets hurt.
19	Bandit's Ransom	A siren bandit tricks the party into an ambush under the guise of needing help to pay a ransom for her child. The party soon finds themselves surrounded by bandit captains and their followers.
20	Curse's Aftermath	A siren commoner shares her family's long-standing curse and hopes that worshiping Poseidon might lift it. The party can choose to intervene, offer assistance, or guide her away from this belief.