A STORM OF WISHES

by D.E. Chaudron

Creature: *Medusa* | **Level:** *5 - 10*

SYNOPSIS

The mysterious Stonesea has been shrouded by an impenetrable mist that has cut the hidden islands within from outside contact for generations. When a storm god's avatar threatens the medusas on the islands, a monk named Alcis leaves her home to seek help for her fallen order. This avatar can reflect the most powerful magic on a whim, and rousing a god's chosen is a deadly gambit. What will the party find in the heart of the sunken temple?

ADVENTURE HOOK

A Storm of Wishes is intended for a party of 4, level 5th-10th adventurers. They may be treasure hunters seeking the bounty of the Stonesea or recruited directly by Alcis.

ADVENTURE BACKGROUND

Centuries ago, tempest clerics ignited a war in the Stonesea. Their leader insisted the islands belonged to Poseidon, and must be reclaimed from the medusas at any cost. The medusas unleashed their petrifying gazes en masse, turning Poseidon's cohort to stone. Fearing his wrath, the medusas prayed to the goddess Panopti for a blessing, and the Stonesea was bound in mist to protect from future assaults.

However, the clerics were not entirely wrong. Centuries later, a mining expedition uncovered an underground chamber connected to the sea. The altar inside was dedicated to Poseidon and guarded by a vengeful elemental named Pelagaios, incensed by an eon of isolation.

A high priestess attempted to negotiate with Pelagaios, but was killed in the process. In retaliation, monks of the Open Eye descended into the chamber to destroy him, only to have their gazes reflected, turning the entire order to stone – all save one. Alcis, a young monk of the order who lacked sight from birth, fled the chamber, desperate to defeat Pelagaios and return her sisters to living flesh.

NOTE: While any storm god may be used in this adventure, the story defaults to Poseidon. For campaigns that lack Greek deities, Talos is recommended.

CHAPTER 1 – VEIL OF THE SEA

The Stonesea can only be approached through the shallows off the coast, as no ship will risk passage through the divine mist. A wall of fog stretches as high as the eye can see, casting a mile-wide shroud around the distant islands.

THE MIST

This border around the Stonesea is a heavily obscured area. Antimagic properties prevent any divination spell from being cast within. The mist cannot be dispelled or otherwise removed.

A total of six successful DC 15 Wisdom (Perception or Survival) checks are required to navigate through the mist. A natural 1 subtracts a success from the total and a natural 20 adds two successes to the total. If three failures are accumulated, the party becomes lost in the mist.

Parties that succeed pierce the mist without trouble. They emerge near a sandbar bridge separating them from much deeper water. It is waist-height and traversing further puts the adventurers in difficult terrain.

Parties that fail their checks are lost inside the mist. They wander until Alcis finds them and offers assistance. When adventurers reach the sandbar, the elemental strikes.

ROLEPLAYING ALCIS

The daughter of two masons, Alcis broke away from family tradition by joining the Order of the Open Eye. She was born completely blind—and without a petrifying gaze—but excels as a monk. She was part of the original force that fought Pelagaios.

Alcis is soft-spoken, kind, and deeply devoted to her order. She gets along best with good or lawful party members, but is willing to cooperate with anyone in order to drive Pelagaios from the Stonesea. When narrating with her voice, keep in mind that visual descriptions are not appropriate.

AMBUSH!

> The water around your feet ripples before taking shape. Salt stings the air with the elemental's thrash, and despite a lack of expression, malice radiates from the creature. It lunges with the sound of a hundred crashing waves.

A **water elemental** attacks the party at the sandbar bridge. Additional elementals may be added for higher levels, but take caution when combining this with the effects of the difficult terrain.

Alcis (LG female medusa monk) assists the party in confronting the elemental.

Post-ambush, Alcis explains that the elemental was sent by Pelagaios. If they have not already been introduced, Alcis also explains that she is looking for help to fight the avatar.

ARIMA

Clear blue waters surround Arima; the island is free from the mist guarding the rest of the Stonesea. At first, it is difficult to see the capital itself, for its dozens of buildings are made of the same polished black stone that form the island's towering cliffs. A crescent-shaped bay is carved in the very center, allowing access to Arima's heart.

Arima is home to a thousand medusas, serving as the economic and political center of the Stonesea. Its distinctive black sands and cliffs are from the volcanic activity that formed the islands.

Medusas

In the Stonesea, medusas are a lawful and relatively isolated group. They live communally and are masters of fishing and masonry. Separated from the rest of the realm and lacking for threats, their only standing defensive force is the Open Eye, an order of monks who eschew weapons to hone their natural abilities. Their goddess Panopti is a minor deity (Nature domain) that protects all medusas sworn to her name.

Fishing is Arima's backbone; the party encounters a maze of docks approaching Arima through its bay. Domesticated gorgons provide meat, hides, and bone for the medusas, but their petrifying gaze is also used to create raw stone for architectural projects. Visitors may find this unusual, but the gorgons are blindfolded to prevent any accidents if the beasts are startled or hurt.

Citizens of Arima react with shock to outsiders, but not hostility. The party can purchase items from local merchants, but may have trouble finding anything composed of wood due to the lack of trees.

News of the party's arrival spreads like wildfire, attracting the attention of Peitho (LN female **medusa** artificer), Arima's leader. She confronts them with a warning: due to the loss of life from Pelagaios, descending into the underground is forbidden.

ROLEPLAYING PEITHO

Older sister of High Priestess Orthia, who was killed by Pelagaios. Peitho was elected to rule Arima decades prior and has a knack for engineering and other sciences. Her designs allowed for expansion below the earth, creating new homes and a wealth of resources for Arima.

She is haunted by guilt for what happened in the temple and is unwilling to risk any more of Arima's citizens. Her time and energy is spent aiding the refugees who lived beneath the surface. The stress of tending to the refugees make Peitho come off as cold and unyielding. If the party succeeds in destroying Pelagaios, then she warms up considerably.
If Alcis is with the party, she tries to convince Peitho

to let the party through. If not, Peitho requires some convincing, including a promise to limit any destruction below the surface. A successful DC 20 Charisma (Persuasion) check results in Peitho giving the party a *wand of greater restoration*. Peitho informs the party that the command word to use the wand is 'hemerasia'.

Once the party is prepared, they're lead to the entrance to the underground. Proceed to *Chapter 2*.

Arima NPCs:
Ariste (NG female **medusa** commoner), Chrysea (LG female **medusa** cleric), Ergane (NG female **medusa** bard), Sciras (LN female **medusa** monk), Xenia (N female **medusa** commoner).

Stonesea Islands:
Arima, Pithe, Cylicia, Catace, Hyde.

CHAPTER 2 – HEART OF THE EARTH

The floor below the open arch cuts downward at a sharp angle, offering a smooth descent into the underground. Ancient reliefs are carved on all sides, detailing how the medusas were gifted their ability to turn others to stone. A many-eyed goddess is shown trading two of her eyes to a trusted supplicant, bidding her to sculpt the world in the goddess' name. The supplicant offers her blessed sight to her daughter, and, thus, it carries from one generation to the next.

Arima's underground opens up after a long, wide ramp down. This corridor is well-lit with magical sconces, leading to a large map carved into the wall. Its directions are written in Primordial (Terran) runes. Alcis is able to translate these runes.

The path splits, diverging between the mines and the residential district. While both lead to the temple, the residential district is filled with traps left by minions of Pelagaios, and the mines hold a host of hostile creatures under his influence. Alcis is unaware of these dangers, as they were set in place after her escape. However, she does know that both paths take three hours to reach the temple.

THE MINES

The hall's elegant stonework fades to rough-hewn walls as you begin your descent. Abandoned chisels and pickaxes litter the floor, and many of the sconces providing light along the path are shattered. Flickers of magic grasp for purchase in the air, casting shadows everywhere you turn. Past their desperate dance, a jagged void of darkness welcomes you deeper into the earth.

It takes three hours to reach the temple. Past the first hour, darkvision (60 ft.) or an alternative light source is required to see. Every hour, roll for an encounter on the table on the next page.

D6 Result	Encounter	Description
1	**Earth Elemental**	The path ahead of you appears to be closed off by a rockslide. One of the rocks trembles before the entire pile starts to shake, joining together to form stony limbs, the largest of which clenches into a threatening fist.
2	1d3+1 **Ochre Jellies**	A faint dripping noise catches your ear. When you look up, a gelatinous amber blob stretches down from the ceiling. Another blob wriggles its way from a gap in the ceiling, intent on grabbing you with a knobbly pseudopod.
3	**Gorgon**	You hear the sound of a beast in pain before you see it. Metallic scales emerge from the shadows, framed by blood-spattered horns. The gorgon's blindfold is in tatters on the floor, forced off in a fit of primal panic.
4	Tunnel Collapse	Warped stone juts out from the walls, thin and splintered. With your next step, the floor beneath your feet shakes, and a massive shard of the ceiling shears off. (DC 20 Dexterity saving throw for half damage.)
5	Gem Cache	Something glitters in the distant dark. When you approach, more sparkles alight across the floor. A torn bag lays between the scattered gems. None of them are cut, but they could be valuable nonetheless. (1d10 gems worth 15 gp each.)
6	Stopgap	A small mining camp comes into view, composed of a half-circle of tents surrounding a floating orb of light. A basket of dried fish is tucked beside an amphora of water, offering refreshments to passerby.

For higher level parties, consider adding one additional creature per encounter. Once an encounter is used, remove it from the table and reroll if that number appears again.

When the underground paths converge, the party finds the temple entrance. Proceed to *Chapter 3*.

Residential District

Homs emerge from the stone walls, as if they were mined from within rather than constructed. Intricate eyes highlight every doorway like guardians, their irises embedded with colorful glass. Broken doors and tools warn of an evacuation in haste, and the magical light swiftly dwindles. Past the first line of houses, a malignant darkness cuts off the rest of the district from view.

Intent on capturing more medusas beneath the surface, Pelagaios spread traps of darkness in various locations throughout the tunnels. This is more than a visual inconvenience: other threats lay within the darkness, ready to imperil the party.

It takes three hours to weave through the residential district and reach the temple. The first threat the party encounters is always the well (detailed below), and each consecutive hour, a new encounter should be rolled from the table on the next page.

The Well

Once a resource for the medusas living here, it has become a trap thanks to Pelagaios' manipulation. The 30 foot well drops into 10 feet of water, potentially deep enough to drown any poor soul who isn't rescued.

A successful DC 20 Dexterity saving throw prevents a fall, but knocks the character prone on the well's edge. If the darkness around the well is dispelled beforehand, the trap can be completely avoided. However, the surrounding stone is slick, and any who dare go closer despite the obvious danger must succeed on a DC 10 Dexterity saving throw to keep from falling into the well.

The fall causes 2d10 bludgeoning damage, and a successful DC 10 Strength (Athletics) must be made to swim to the surface and breathe.

D4 Result	Encounter	DC	Damage Description
1	Stonefall Trap	20	3d10 Bludgeoning You hear the grind of stone on stone, and sense something massive hurtling towards you down the tunnel.
2	Explosive Glyph	15	3d8 Lightning Something crackles beneath your feet, the sharp scent of ozone cutting through the air.
3	Shattered Glass	15	Caltrops A mess of glass scrapes under your boots, threatening to cut right through them.
4	Supply Cache	—	— You bump against a heavy crate, the smell of fish and spices carrying from the contents within. (5 days rations)

If a party member casts *dispel magic* on the darkness, it is permanently destroyed, and descriptions should be adjusted accordingly.

After an encounter is used, remove it from the table before rolling again. Trap damage and checks should be increased for higher level parties.

When the underground paths converge again, the party finds the temple entrance. Proceed to *Chapter 3*.

CHAPTER 3 — EYE OF THE STORM

The excavated temple before you was once mighty. Columns of white marble stand in sharp contrast to the black stone surrounding it, veins of silver splitting through the polished surface like bolts of lightning. Yet, said columns have collapsed upon themselves, devoured by a volcanic breach. Only a narrow gap between them allows passage forward.

If Alcis is present, she recounts her battle with Pelagaios and cautions the party to be careful using magic. She also warns that the statues inside are members of her Order and destroying them is akin to murder.

The gap to enter the temple is 5 feet in height and width, extending 10 feet in length. Characters unable to fit through may need to widen the space, which risks catching Pelagaios' attention. If their methods are noisy, have Pelagaios roll a DC 20 Wisdom (Perception) check. On a success, Pelagaios is aware of the party and moves to ambush them.

The small tunnel opens into a massive cavern laden with crystal. In the center is a pool of water containing the altar, and any light cast on it reflects along the walls, imitating flashes of lightning through the bright crystal.

If the party has the element of surprise, Pelagaios is by the altar muttering to himself:

"Why do you not answer? Am I not yours? Have I not served faithfully? These gifts wait for you as proof of my service, but with each passing day, I'm tempted to shatter them..."

A party that alerts Pelagaios misses the monologue, as he hides in the water waiting for them to approach. A successful DC 20 Wisdom (Perception) or Intelligence (Investigation) check spots unusual ripples in the water, negating Pelagaios' potential for a surprise attack. Otherwise, he attacks when the party is in range of the altar.

Tactics: Pelagaios is an intelligent water elemental empowered by Poseidon. He opens with *whelm* on the closest party members. If hostile spells are cast on him, he uses the ability *spell turn* as a reaction. Grappled party members are a priority for his Slam attacks.

Resolution

When brought to 10 hit points or below, Pelagaios attempts to negotiate for his banishment. He insists his god has abandoned him and tries to bribe the party with a pearl of great value enshrined inside the altar. A cunning negotiator can make a DC 25 Charisma (Persuasion or Intimidation) check and a success convinces Pelagaios to surrender additional gems worth 200 gp in total. On a failure, Pelagaois only offers the pearl worth 500 gp.

If the adventurers accept Pelagaios' bargain, he reveals the altar is binding him, and bids them to destroy it, returning him to the Elemental Plane of Water. The altar can be destroyed with a DC 15 Strength (Athletics) check or by dealing 10 damage to it. Despite his bitter and cruel nature, Pelagaios will not break his promise, and disappears with grim satisfaction as he says the following:

> *"My lord ensured I could never serve my own wishes, only corrupt those of others. His destructive nature even falls to his own servants. What good is a temple with no priests or worshippers? What good is his blessing when I share its bounty with an empty cave? Let this all end."*

If the party decides to kill Pelagaios after his attempt to negotiation, he is enraged, and attempts to shatter the statue closest to him. Pelagaios makes an attack roll and on a 10 or above demolishes the statue. If the avatar succeeds in breaking a statue before being killed, he moves onto another.

When he dies, a boom of thunder echoes around the altar before it splits in two, exposing the pearl inside. It is brilliant blue, the size of a fist, and worth 500 gp.

Aftermath

After Pelagaios is gone, there are several petrified medusas remaining in the temple. If the party acquired Peitho's *wand of greater restoration*, it can be used to save the monks, which rewards additional XP for each monk cured.

Without Pelagaios' influence, all magical traps disappear from the residential district, and the riled gorgon is non-hostile if encountered. The trip back to the surface can be made in half the time.

When the party returns to the surface, Peitho rewards them according to the *Peitho's Reward Table* below.

Thus rewarded, the party is politely asked to leave the Stonesea within a week. Any injured or killed party members can be healed at Panopti's temple free of charge, but the medusas value their privacy too much to welcome visitors for long.

If Alcis was with the party and survived, she is happy to be an ally in the future, promising to come if they send for her.

Rewards

Add the total XP of the obstacles overcome by the party, then divide by the number of characters to determine individual rewards.

XP Rewards

Encounter	XP
Water Elemental	1800
Earth Elemental	1800
Ochre Jellies	450 (per ooze)
Gorgon	1800
Tunnel Collapse	300
The Well	300
Stonefall Trap	800
Explosive Glyph	650
Shattered Glass	100
Pelagaios Defeated (Death or Negotiation)	2000

Peitho's Reward Table

Factor	Reward
Petrified Medusas Restored	200 gp (per restoration)
Pelagaios Killed	1 Uncommon magical item
Alcis Survived	Gems (100 gp)

Other Treasure Rewards

Pelagaios Killed	Amira's Pearl (500 gp)
Pelagaios Negotiated With	Amira's Pearl (500 gp) and 200 gp of additional gems
Peitho Met	*Wand of greater restoration*
Gem Cache	1d10 gems worth 15 gp each

Wand of Greater Restoration

Wand, very rare (requires attunement)
The wand has 6 charges, and it regains 1d6 charges daily at dawn. With the wand in hand, you can use your action to expend 1 charge to cast *greater restoration* (*PHB*, "Spells").

Author's Notes

I saw this story as an opportunity to turn one of the original myths of Poseidon and Medusa on its head, reforming the isolationist aspects detailed in the *Monster Manual* into a desire for privacy and protection, one which women are often denied. The monstrosity of the medusas become artistry when their petrifying gazes are framed as a creative urge, rather than a destructive one. For those who might be interested in playing a Medusa, my homebrew race is also available on DMs Guild: https://www.dmsguild.com/product/264180/Mistresses-of-Stone-A-Playable-Medusa-Race-for-Ravnica

About the Author

D.E. Chaudron resides in Chicago. Their background is in video games writing, including the mobile app *Lovestruck* and the award-winning *Love on the Peacock Express*. They can be reached @sixfeetzen on Twitter.

Alcis

Medium monstrosity, lawful good

Armor Class 17
Hit Points 31
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	16 (+3)	10 (+0)

Skills Insight +6, Perception +6, Athletics +3, Religion +4
Senses Blindsight 60 ft., passive Perception 16
Languages Common, Terran, Undercommon

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Flurry of Blows. After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn. Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmed Strike. When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

Actions

Flurry of Blows. +7 to hit, reach 5 ft., 1d6+4

Snake Hair. *Melee weapon attack*. +4 to hit, reach 5 ft., one creature. *Hit:* 1d4+2 piercing damage plus 4d6 poison damage.

Unarmed Strike. +7 to hit, reach 5 ft., one creature. *Hit:* 1d6+4 bludgeoning damage.

Petrifying Gaze. You use your action to Paralyze a creature within 30 feet. This creature must be able to see you, and must roll a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature is Paralyzed until the end of its next turn. On a successful save, it shakes off your gaze without effect. After you use your gaze, you can't use it again until you complete a short rest.

Pelagaios, Avatar of the Storm

Large elemental, chaotic evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 90 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	10 (+0)	8 (-1)

Damage Resistance Acid; Bludgeoning, Piercing, and Slashing from Nonmag ical Attacks
Damage Immunities Poison
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft., passive Perception 10
Languages Aquan, Common
Challenge 6 (2,300 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.

Reactions

Spell Turn (Recharge 4-6). Pelagaios has advantage on saving throws against any spell 7th level and below that targets him. In addition, if he rolls a 20 or above on the save, the spell has no effect on him and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.