

SAMPLE HAZARD  
**THE ISLAND  
OF KRYOS**  
FROM AGON



The Island of Kryos, from Agon, Second Edition  
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# KRYOS

*Kryos is a cold and rocky isle, fabled for its gold mines. Legend says that the island is protected by a ring of everlasting storm clouds that keep the land's riches safe from marauders.*

## SIGNS OF THE GODS

*As the mists recede, the gods reveal their desires through signs...*

**Hera:** Queen of the Gods. Her sign is her sacred peacock, leading the pious to restore what is lost.

**Zeus:** Lord of the Sky. His sign is ruin—the works of man brought low, pillars of stone dashed into the sea.

**Hermes:** God of Thieves. His sign is a raven atop a bounty of riches—spoils to those who deserve them.

## ARRIVAL

When you arrive at the mining settlement on the island, the infamous storm clouds are nowhere to be seen. All is in turmoil—people rush to and fro, wailing in panic. “It’s gone!” they cry. “The pirate queen has stolen the Pillar of Storms! We are defenseless! The harpies shall slay us!”

The two leaders of the land recognize you as great heroes and each entreats you to hear their words.

**Meletia the mining chief** wants to be rid of magic and the whims of the gods—she says that it’s good the Pillar of Storms is gone. Now the people must learn to defend themselves.

**Ionestes, priest of Hera** knows that without the blessing of Hera, the island is doomed. The temple and its sacred pillar must be restored—even improved!—to show the greatest piety.

## TURMOIL

- ◆ *Will you command Meletia to use the island’s gold to restore the ruined temple of Hera and receive divine protection?* **Arts & Oration** vs. **Meletia**.
- ◆ *Or will you command Ionestes to cease speaking false promises of divine aid and instead support the construction of practical defenses?* **Arts & Oration** vs. **Ionestes**.

## TRIALS

### THE PIRATE QUEEN

Thesekyra's swift ship runs far on the high seas, giving her time to master the power of the Pillar of Storms. *Can you catch her?* **Craft & Reason** vs. **Thesekyra**. Give Thesekyra an Advantage die if the heroes have delayed at all in the pursuit (the longer the delay, the bigger the die).

### THE HARPIES

*Can you drive them off and give the people some temporary safety, or will their attacks continue unabated?* **Blood & Valor** vs. **The Harpies**. If the heroes leave the people undefended, they'll be slaughtered (advance the Strife Level).

### THE TRUTH

*How will you discover the source of the harpies' vengeful anger and the true will of the gods in this place? How did Thesekyra steal the pillar?*

### THE PILLAR

*Will you cast the pillar into the sea, return it to Kryos, or keep it as spoils for your trouble?* The pillar is a thing of ancient magic, subverting the power of Zeus. **Resolve & Spirit** vs. **The Pillar of Storms** (2d10 *Mythic*) to contend with its power.

## BATTLE

- ◆ *Will you go into battle with Thesekyra and her crew?* If the heroes succeed in catching her quickly, they may go into battle as normal. If not, the heroes must face her with the power of the Pillar of Storms at her command (d10 Advantage die). **Threats:** Thesekyra's vicious pirate crew slaughters your sailors. Thesekyra's counterattack with flaming arrows sinks your ship.
- ◆ *Or will you seek to outwit the Pirate Queen?* Perhaps the pillar can be stolen back? Or perhaps the Pirate Queen will listen to a tempting offer?
- ◆ *Will you eradicate the harpies?* **Threats:** Several harpies fly past you and slaughter most of the people of Kryos while you're engaged in the battle. Meletia dies defending Kryos.

## CHARACTERS

**Meletia**, Mining Chief (d6). Stoic (d8), Strong-Armed (d6).

**Ionestes**, Priest of Hera (d6). Zealous (d6), Reckless (d6).

**Thesekya**, the Pirate Queen (d8). Swift-Shooting (d8 *Perilous*), Cunning (d6). **BATTLE-HARDENED CREW** (In combat, with her crew at her side, Thesekya is *Epic*).

**The Harpies** (d10). Razor-Clawed (d8 *Perilous*), Hate-Filled (d8 *Sacred*). **SKY BORN** (The Harpies are *Epic* in any contest against them in which they can freely strike from the air).

## PLACES

Snowy mountains. Gold mines. Furnaces for smelting ore. Brightly painted clay and plaster homes of the people.

**The Temple of Hera:** A dilapidated structure, fallen into disrepair from lack of offerings. One of its pillars—the Pillar of Storms, long taken for granted by the people—is missing.

**The Sky Caves:** To the south, rocky spires jut like jagged teeth from the sea. At the tops, high above the clouds, the harpies make their lairs in dark caves clawed from the stone.

## SPECIAL REWARDS

**The Pillar of Storms:** An ancient artifact that may be used to control the weather.

## MYSTERIES

**The pillar was stolen** from Hera's temple with Ionestes's help. *Is he a false priest in league with the pirates for profit? Is he a devout believer who wants to use the panic to revitalize the people's faith?*

**The harpies hate Kryos** because of the Pillar of Storms. *Is it because it's an affront to the power of Zeus, whom the harpies love? Is it because the pillar stole their mastery of the four winds? Is it because the pillar itself was once a harpy before Hera turned the creature to stone for consorting with her husband?*