

Chapter 1 : stygian - definition and meaning

Secret of Stygian River has 2 ratings and 2 reviews. Sheila said: There's only ONE rating of this book that I remember fondly from my childhood. My recol.

After his defeat, Saturn ruled over the Golden Age of the world; according to Roman mythology, he fled to the west and brought a new golden age to Italy. Originally Saturn was an old Italic deity of the harvest; the Romans built a temple to Saturn on the Capitoline Hill and each December celebrated the winter planting with the Saturnalia, a time of revelry and the giving of presents. Saturnalia today denotes a period of unrestrained or orgiastic revelry. Saturn gives his name to the sixth planet from the sun, the third largest planet in the solar system after Jupiter. One born under the influence of Saturn may have a saturnine temperament, that is, a gloomy or melancholy disposition like that of the god who castrated his father and was overthrown. Saturnian simply means pertaining to the god or the planet Saturn. The planet Saturn was also associated with the element lead, and the term for lead poisoning is saturnism. A satyr today is nothing more than a lecher. A man who has an excessive and uncontrollable sexual drive suffers from satyriasis. Scylla and Charybdis Scylla, once a beautiful maiden, was transformed into a hideous creature with the heads of yapping dogs protruding from her midriff. Charybdis was a terrible whirlpool. Both these dangers were said to lurk in the Strait of Messina between southern Italy and Sicily, a terror to sailors who endeavored to navigate these waters. A siren has come to mean a seductive woman or a device that uses compressed steam or air to produce a high, piercing sound as a warning. Siren song refers to bewitching or alluring temptation that also may be treacherous. Sisyphean task has become a term for work that is difficult, laborious, almost impossible to complete. See tartarean and tantalize. She was a hybrid creature with the head of a woman, body of a lion, wings of an eagle, and the tail of a serpent. When we liken someone to a Sphinx, we have in mind the great riddler of the Greeks and not the Egyptian conception. Today we may liken a powerful orator to Stentor and designate the effect of his voice as stentorian. The gods swear their most dread and unbreakable oaths by invoking the name of the river Styx. Stygian describes something to be linked with the infernal regions of Hell, something gloomy or inviolable. A syringe is a device made up of a pipe or tube, used for injecting and ejecting liquids. Syringa is a genus of plants used for making pipes or pipestems.

Chapter 2 : NEW BOOKS: "River of Secrets"

Secret of Stygian River illus. by R.M. Powers. Published by Harcourt in New York. Written in English.

Through trying to scam Randi out of his money using the Midge Mallet, Randi decides to help Popoie try and recover its memory using the power of the Mana Seeds and return home. When they reach Upperland though, there is little left of its village, so it sticks with the team to save the world from the Empire, sporting the powers of offensive magic. Its strong connection to Mana means that the end of the mission could have severe consequences for it. She is named after her species, Flammies, beasts said to have been created by the Moon Gods. While resting at Potos, an earthquake hits, and he helps Randi to defeat the Mantis Ant attacking the village, and then guides him through his journey to fight the Empire. A bully who favours muscle over brains, his true colours are shown when he and Randi are trapped underground with the Mantis Ant, cowering in the corner and running away after the battle, crying like a baby. However, when the Mana Sword is removed, the villagers petition against him to have Randi banished, and as much as it pains him he is left powerless to do anything to prevent him from being forced out of the village. She helps Randi to understand his mission and reveals to him the dangers that the Empire is trying to bring upon the world. She also introduces the group to the elemental spirits, before being imprisoned in her own palace by the Empire's henchmen. He charges twice the price of any other merchant in the land, and is exceedingly stingy. Neko means Cat in Japanese, and is significant because cats are believed to bring good luck and fortune. The most likely origin for this is from the German verb *raffen*, meaning to gather or grab, especially when referring to money. This only manages to make things worse, and Purim vows not to return to Pandora until she has found Dyluck. After meeting Randi he succeeds to convince him to take Popoie with him and help him recover his lost memories. He finally establishes himself in an abandoned shop of the Gold Isle. She captured Dyluck and his troops, but sent Dyluck to Thanatos as he was proving to be too much hassle for her to handle. She keeps a pet tiger called Spikey. Our heroes manage to free her and leave her in the care of Krissie and the resistance until she is restored to her old self. Thanatos then planned to use him as his next body, but Dyluck proves too strong-willed for him and thwarts his plans, forcing him finally to lose his body. Their plans are constantly thwarted, whether it be using the Mana Seeds to power their infernal, but flawed and uncontrollable machine golems, or trying to harness the power of the elementals to make a quick buck by fabricating a tropical paradise in the middle of the Ice Country. A peaceful race, their village was attacked by Pebbles and they were forced to flee to the colder areas of the forest until the threat was eliminated by Randi and his friends. It is also known that certain poisons and artifacts have been known to turn humans into Moogles for short periods of time. Comes from the Japanese term *mooguri*, which is a portmanteau of the words for mole *mogura* and bat *koomori*. They have become a recurring character in the Final Fantasy series since the third game, and made their way into the Seiken Densetsu series since the first game. King Truffle then takes it upon himself to look after the baby and teach you how to call on her once she has grown up using the Flammie Drum. When our heroes are captured, he helps Randi to escape the same fate by creating a distraction for the guards. From the Latin *Sergios*, meaning servant. From the Latin, meaning happy. A strong leader, but not strict enough with his grandson Morie, whom he leaves in charge of the ship. He is quick to scorn his grandson when he finds out what he has been up to though. Derives from *Auster*, name for a southerly wind, still used in Italian as *Ostro* to describe such a wind in the Mediterranean Sea. Commanding the sandship of the Republic, he encounters our heroes out in the desert and saves them from dying, but quickly puts them to work on the ship as slaves most notably Purim whom he tries to enslave as his personal concubine. Meria quickly remedies the situation as soon as he finds out. Originally in the Japanese version of the game, the more accurate romanization would have been Moliere rather than Morie. See Meria for more details. Leader of a town in the middle of the desert, his people used to thrive on the oasis that the town was built around. Wells have dried up, the supplies are almost gone, and people are either leaving or passing out from dehydration. Their only hope is to find a Sea Hare Tail, a rare item in the world. Our heroes decide to help out and make a trip to a nearby island to find one. Thinking he could grow a really big Christmas tree from one of the Mana Seeds, he steals the Seed from

the Fire Palace in Kakkara, but is overcome by the power of the Seed and transforms into Frost Gigas.

Ethymology of Santa Claus: Originated from the mis-pronunciation of the Dutch sinterklaas, which is in turn a contraction of Sint Nicolaas, and named after Saint Nicholas of Myra, who was a Christian bishop in the 4th century famous for his generous gifts to the poor. Prior to Christianization, Germanic folklore told of a god, Odin, who would bring candy to children who left out an offering of carrots, straw or sugar during Yule. After Christianization this tradition survived and was associated to Saint Nicholas. Her husband was caught by the Empire when trying to steal the key to the Golden Tower, formerly the Light Palace. She first aids our heroes by revealing the entrance to the sewers that connect the towns of Southtown and Northtown, and providing the password to allow access to them. Later on she also proves that there is much more to her than meets the eye by producing the key that her husband stole they arrested him, but never got the key back. While only 18 years old, she was forced to grow up quickly and be strong in front of her peers, though some of the people in the resistance headquarters have heard her crying at night. Her father founded the resistance 15 years ago, but was captured by the Empire. Joch will pose as being his own assistant, Jehk, and continually turn our heroes away whenever they visit him in his sanctuary atop the Lofty Mountains, until finally they are ready to undergo the trial and discover true courage, by facing themselves in battle. He finally reveals his true self after the test is over. The illusion speaks in the old tongue, which is then translated by Jehk. He found a way to harness the power of the Elemental Spirit of Light, Lumina, and turn everything on the island, and the island itself, in to gold. As a consequence, the island began to sink, and people who were reaping the benefits of being the richest nation in the world fled for their lives from fear of being engulfed by the equatorial sea. The personification of this is mentioned in Biblical New Testament during the sermon on the mount, among others. In Greek mythology, Midas was a king who was granted his wish by Dionysus to be able to turn everything he touched in to gold. This myth unravels in several ways, some relating to the river Pactolus, leading to believe this was used to explain why the river was rich in gold deposits. He guards the only path to the palace, and spends his day sailing the sea or lurching. In Greek mythology Charon the bright was the ferryman of Hades, in charge of transporting the souls of the newly dead across the river Acheron to their final resting place. He is the son of Erebus darkness and Nyx night, and twin brother to Thanatos death. From the way he spins atop his tower it has led many to think that his bald head is the only possible light-source to steer ships away from the island. In turn, Picard is a common French surname that links in to a region of France with its own local dialect that has not been officially recognised in France, only in Belgium. This is a reference to Claude M. Players often hated him for non-canon and atmosphere killing jokes, and real life references. Most likely a self-monument, as he is the text localiser for the German version of the game. For a long time he has also been dealing with the Resistance in his homeland, and even resorts to calling a false truce to lure them out of hiding. As his plan to revive the Fortress nears completion, he is betrayed by Thanatos and killed in the Tree Palace Stage Room. Vandole is probably a play on the word Vandal, which was the name of a Germanic tribe that made several incursions into the Roman Empire, including taking over Gaul and Iberia where they may have given their name to Andalusia in the 5th Century. After looting Rome in, they began a slow decline that ended in with their surrender to the Rome. He becomes servant of the Emperor but later betrays him to finish off the plan of reviving the Mana Fortress himself. He is also responsible for using the Mana Fortress against the Mana Tree and destroying it. In ancient Greek his name means death. In mythology he is the personification of death and mortality, and is the son of Nyx night and Erebus darkness. The Latin transliteration of Thanatos. The son of Zeus and Pluto, one of the Oceanids, He offered his son Pelops as a food sacrifice to the gods after revealing their secrets to the world, and has since then been associated to cannibalism, human sacrifice and parricide. He also has the ability to release his powers and turn into the Aegagropilon, a large plant-like creature. During the fight for the Mana Fortress he tries to take over Tasnica by posing as the king, but is defeated by our heroes. Named after Arnold Schwarzenegger. Aegagropila is a genus of filamentous green algae which can be found in many lakes in the northern hemisphere. A rare form of growth in the shape of balls are known as marimo, a protected species in Japan. She can turn into the multi-armed monster Hexas, or Lamian Naga. For some bizarre and unknown reason, Fanha was named Rambo, after the character portrayed by Sylvester Stallone in so many films of that name, following the theme

of Schwarzy. Ethymology of Lamian Naga: Lamia in Greek mythology refers to a monster that was once the queen of Libya and was half snake, half woman, that devoured children and sucked the blood from men. The name comes from the Greek for devourer or large shark. Naga also refers to a species of beings that share these attributes of half human half snake, whose name derives from nagah in Sanskrit meaning cobra. From Greek, meaning the number three. The name means dedicated to Mars, the Roman god of fertility and war. However, in his last battle against the Emperor Vandole, he fell near the village of Potos and was never seen again. When Randi fell from the waterfall, he used the last of his link to the living world to guide Randi to the Mana Sword and remove it from the stone where it was resting, but faded away before he could explain the purpose of this act. As the tree withers, a woman of the Mana Tribe steps up to become the tree, and the men of the tribe protect it from harm. They have little control over their fury, and risked destroying the world in the process. But a hero wielding the sword back then smashed the fortress and prevented disaster. It is said that these creatures are related to Flammies. She is the first to help out our heroes by lending them her powers in thanks for saving her from the racket caused by a Biting Lizard. Ondine, in German mythology, was a water nymph that would gain a soul, but lose her immortality, if she married a mortal man and bore his child. She married Sir Lawrence who swore to love her with every waking breath, but betrayed her with another woman. Ondine set a curse upon him that would see him die of suffocation should he ever fall asleep. This curse has given name to a rare medical condition in which involuntary breathing control is lost.

Chapter 3 : Mysterious cave in Yellowstone at center of legal dispute | Yellowstone Gate

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You can reach me at: You could easily run a series of awesome adventures on the river. There is some really great stuff out there. As time went on, that stuff was phased out. Much of it was dropped or revamped into a unique new entity. I believe it is known as the River of Blood in the Forgotten Realms. You can use it however you like for your game. Here is what we learn: The River Styx bubbles with grease and foul flotsam. Any creature that tastes or touches the river is affected by a feeblemind spell PH page Every 30 days, they can repeat the saving throw to end the spell. It can be cured by greater restoration, heal or wish. There are sinister ferries that are piloted by fiends or the souls of dead creatures from the Material Plane. River Styx Overview So that was 5e. The other editions contribute a lot of really fun ideas. Here are the main things to know: It Connects the Nine Hells: You can use the River Styx to sail through the Nine Hells, one layer at a time. It Drains Your Memory: If you touch the river, your memory is erased. It Connects the Outer Planes: In most editions, the River Styx connects to most of the Outer Planes. Sailed by Devils and Demons: The river plays a huge role in the blood war, the war between devils and demons. The Sediment of Thought: The Styx steals and stores memories. These memories often congeal into tiny gray stones know as The Sediment of Thought. It is said that yugoloths are quietly trying to figure out how to read the thoughts packed into each stone. There are a number of different creatures that are immune to the effects of the River Styx. Curing the Memory Loss: There is a type of yugoloth known as a marraenoloth or charonaloths. They are skeletal, hooded entities with small boats that offer speedy travel on the Styx for a price. Charon is the lord of the Styx and is based on a mythological creature. He is nearly unkillable. In 3e, it is polluted and oil-slicked. In 4e, it is a dark and dismal stream that races in a black torrent. I always liked the idea that it was red. I liked it so much that I decided that it was what the River Styx looked like in my campaign: Each such "face" seems to let out a faint scream when the current forces it against the rocks If you fail, you immediately forget your past life. If you make your saving throw, you forget the last five minutes of your life. It is available in one garden in the realm of the god Set, which is on the fifth layer of the Nine Hells. Even if you make your save, you forget the last eight hours. The more extensive the immersion in the river, the more likely it is that you will experience the "permanent eradication of self. The River Styx actually winds through it without mixing with the waters of the realm. In some editions, the effects of the river are much more potent in the realm of Stygia. Touching the River Styx in Stygia: Failing that means that you actually forget your motor skills and how to speak. Even if you make your saving throw, you forget the last year of your life. Regaining Your Memories Resistance? It is mentioned in the Hellbound boxed set that the yugoloths are rumored to be able to teach people how to resist the memory-draining powers of the River Styx. If you decide to give the Styx memory-draining powers in your campaign, there is one adventure-driven way to cure it: The Keeper of the glade is a short, swarthy worshiper of Set who has a tattoo of Set on his forehead. The glade is patrolled by guards of the nearby town of Khas-tep. Not far from the walled garden is an agent of Set named Nekrotheptis Skorpios, who commands many manscorpions. Sailing the Styx In many planes, the Styx is very dangerous. Waterfalls, glaciers, and styx-dwelling beasts are just some of the hazards involved. Often, travelers will pay a marraenoloth for swift passage. Marraenoloths have the ability to skip entire planes when sailing the River Styx. Taking a Journey on the River Styx: Without a guide, sailing the River Styx will deposit you on a random lower plane. Ships full of armies sail the river on their way to or from a blood war battlefield. Soul collectors scour the riverbanks for soul shells. In the Nine Hells, there are checkpoints every 10 miles. Styx Devils will examine paperwork and perform a humiliating strip search. There are no river guards in Gehenna, Carceri and the Grey Wastes, as neither the devils nor the demons control either of those planes. Some say that the River Styx seeks to destroy those who sail upon it. There are a number of creatures that swim in the river, including Styx dragons, stygian linnorms and xerfilstix. The Drowning at Khalas was a blood war incident where Devil troops pinned their

enemies against the water and sent the demons into the depths. Where the River Ends: In others, it says that it pours into a crack in Nessus. In the 4e Manual of the Planes, it says: In 4th edition, it originates from the "Lake of Despond. It has an Anti-Magic Field? The God of Gnolls Drinks From it: Gorellik, the original god of the gnolls, was dethroned by the demon lord Yeenoghu. Gorellik likes to drink from the Styx to forget his past. Orcus Diverted the River Styx: During the Savage Tide adventure path, a demon lord named Shami-Amourae was trapped in a magical well on an Abyssal layer called the Wells of Darkness. He put a magical contingency in place. If she ever left the well, it would trigger the Stygian Deluge! As soon as she exits the well, the River Styx is diverted and a torrent of dark water cascades from the sky, as if a great waterfall had suddenly appeared in the heavens. The magic tore a hole in the bed of the River Styx and sent it here. Baalzebul forces the heroes to go to Stygia to obtain an infernal gem that, if moved, can alter the nature of the Nine Hells. A gem of deep green with a light green fire burning at its center. It acts as a barrier that prevents devils from overrunning the Prime Material plane. It must be placed in the center of a plane to work. It is inside a keep that magically blocks non-good creatures from entering. The heroes sail past many small stone islands in Stygia. The group can hear the screams of the damned - they are trapped in the ice of the realm. Here are some of my favorite islands: An island where the group can possibly befriend a disgraced paladin who rides a black pegasus. An island containing a sphinx prisoner that will join the party if freed. An island with cursed black dragons. The climax of this adventure is insane and a lot of fun. It takes place at the good-aligned keep that contains devilbane. There are holy symbols from every good faith here. So guess what happens when the heroes show up? A devil army arrives.

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The scenarios look into the dark heart of humanity and the mythos. When interspersed with mythos adventures this leads to some serious panic when the players realise that this is real. Used sparingly, these adventures lull players into a false sense of security and make the next real mythos encounter all the more vivid. One of my players had his character just stand and watch as a colleague was eaten by a dark shadow in a toy store because the player refused to believe it was a mythos entity. This was a ten year veteran of the game. Of course, a separate sidebar is provided for each adventure if you wish to have actual mythos elements in your game. Sammons has created 6 scenarios which tease at mythos causes but will ultimately lead to a mundane resolution. A murder is just a murder, a cult site is just kids with spray paints, etc. Here is a summary of the scenarios contained within the book. *Deep and Dark* – the investigators find a snuff film on the dark web, but one of a pretty girl getting mauled by a Fishman monster. Did the deep ones mess up and accidentally get filmed in this modern world where everyone has a camera phone or is it something else? *Eye of the Beholder* – an art student goes missing while doing late night research in a museum with ties to the local university. *The Watchers* – a woman living alone in an apartment in the big city notices that people are watching her. They even broke into her home. What do they want and how far will they go? *A Whole Pack of Trouble* – a group of film school students go to an isolated, abandoned, and reportedly haunted asylum to make a found-footage horror movie and make a fortune? Whatever could go wrong with that? Well, when the filmmakers go missing the investigators will have to find out. *A Cleansing Flame* – People are dying by fire. No one knows why and no one knows how. Unfortunately those friends have a strange reputation, they get up to some bizarre practices, and then one night Tommy calls one of the investigators in terror, begging for help, then the line goes dead. Sammons - Writer Brian is a fiction editor for Dark Regions Press and the Chief Editor for Golden Goblin Press, a film and literature critic for over twenty years and has penned stories that have appeared in such anthologies as Arkham Tales, Horrors Beyond, and many more. She has also playtested games for Evil Hat Productions and Pelgrane Press, and knows a playtest has been unusually successful when her players inform her that she is going to run the game again next week even though the playtest period is over. Badger was the staff book designer for Miskatonic River Press, and has been the staff book designer and layout artist for Stygian Fox for all of their major releases. He is also the game designer and artist for a little Lovecraftian card game called Feed the Shoggoth! He makes a living designing book covers. You can find his twisted imaginings here: With our team, we believe we can get your book to you in a timely fashion. Books we have worked on. Backers can look forward to lovingly produced PDFs, Softcover and Hardcover books, ePub format and increased quality and content. The entire cost of your books and getting them to you is covered by your pledge. Please submit your name, occupation and the name of your fictitious corporation or group we reserve the right to reject any inappropriate names or occupations. See below for specifics. Any unforeseen problems and announcements will be relayed to backers as soon as they occur. Questions about this project?

Chapter 5 : Darksiders Cheats, Tips & Secrets - PC

A goodly portion of this season's young heroes seems to be involved in a chase for hidden riches, and in this story, set in Kentucky, the cache turns out to be in a great cave equipped with an underground river.

Class Features[edit] Weapon and Armor Proficiency: A Boatman of Styx gains proficiency in the Long Staff, but does not gain any other weapon or armor proficiency. At 1st level, the Boatman of Styx learns to navigate the River Styx. When leading a boat or ship, the Boatman can lead a craft to any other planar location that contains some portion of the River Styx. This journey takes 1d6 hours, and is uneventful. At 1st level, the Boatman of Styx has absorbed small amounts of the River Styx into his blood, and from this point forward he is immune to mind-affecting effects and the effects of the River Styx. He also does not need to breathe while submersed in water. A Boatman of Styx gains an additional die of Sneak Attack at every even numbered level. He may collect up to one vial of tears per day. If kept stoppered, these vials of tears last indefinitely. **Kiss of Lethe Su:** At 5th level, the Boatman of Styx may kiss an enemy on an opposed Grapple check. This kiss has the same effects as an exposure to the River Styx DMs option. At 6th level, the Boatman of Styx may summon a normal wooden boat once per day. This boat is large enough to carry the Boatman and up to eight Medium sized passengers. This boat lasts 24 hours, then falls apart into pieces of rotted wood. At 7th level, the Boatman of Styx gains a bonus feat. He must meet any prerequisites of this feat to choose it. He always has at least 10 ranks in all Knowledges, and may expend skill points to raise these Knowledges as if they were class skills. The Boatman also gains the ability to speak, read, and write any language. At 9th level, the Boatman of Styx learns a secret about the River Styx: Once per day, a Boatman of Styx may cast gate travel version only as a spell-like ability, but only while standing on a boat in a river. This portal leads to any other river on any plane. At 10th level, the Boatman of Styx has studied these fiends of the River Styx and learned a secret fighting art. Any affected creature does not remember any events while dazed.

Chapter 6 : Secret of Stygian River by Elbert M. Hoppenstedt

GARDINER, MONT. "€" Court filings made public on Monday reference a treasure trove of one-of-a-kind artifacts described as an "American Pompeii" at the center of a legal dispute between the federal government and a Montana rancher, lifting the veil on a long-secret research project at the edge of Yellowstone National Park.

Defeat more angels than Ulthane. Wrath Machine Collect all the Wrath Powers. Wrath of War Collect the maximum amount of wrath cores. You Call This Easy? Complete the game on Easy difficulty. A large number of weak zombies spawns during the challenge. Use your Blade Geyser after at least ten zombies are around you. It involves fighting a large group of bats that can be killed in one hit by using your sword attack. War will kill a bat while it is still in the air, and you can jump off the target to another bat without hitting the ground. Jump from bat to bat with one hit kills until unlocking the achievement. Easy "Open Air Parking" achievement To unlock this, you must throw a car at a helicopter in level 1. Remain in regular form and do not transform into a demon to be able to throw a vehicle. When you see the large rock monster in this level, look for the helicopter. It is the only place it will appear. Hit the helicopter with the car to unlock the achievement. Easy lives You can find crows in many locations. If you run toward them, they will fly away. However if you able to kill them with your gun or sword, you will be rewarded with some extra lives. Easy maximum Chaoeater Blade level Start the battle with the Stygian Ashlands Boss by killing phantom guard soldiers while riding Ruin. Equip Combat Lore to increase the experience received from each strike and Bloodthirt to restore your health. Once the Stygian frees itself, ride alongside it, and attack its body, but do not hit the helmet or the Stygian will attack you. The Stygian will disappear under the sand and resurface. Repeat the process to increase your Chaoeater Blade level. If the Stygian attacks, ride Ruin to the closed doorway during the battle to jump off and have control of Ruin. Keep your back against the door, and wait for the Stygian to charge at you. You will get knocked through the door and can return to Vulgrim to reset the battle. Take a right out the small cave you are transported to continue down the path until you reach the area with the three monsters hanging from the ceiling with the wire that you can jump to in the middle. Jump on the wire to the left of the monsters and continue left, grab the growth, and pull yourself up into the opening. Once in the opening, look to the right and up. You should see an orange object you can use to grab with the chain. Walk slightly further into the area after you use the chain to get to and there should be a chest with the last Wrath Shard in it. Then enter The Hollow Lord as your code using the virtual keyboard provided. You must enter it precisely, with proper capitalization and spaces. Next, visit Vulgrim and he will give you the Harvester to use, instead of the Scythe. Then, visit Vulgrim to obtain the Harvester Scythe. This also can be done in the demo version of the game. Lifestone Shards and Cores The following shards and cores are available.

Chapter 7 : Styx - Wikipedia

New from Minotaur Books: River of Secrets: Wallace Hartman Mysteries (Volume 2) by Roger Johns. About the book, from the publisher:When a controversial politician is murdered in cold blood, Baton Rouge Police Detective Wallace Hartman struggles to find the killer amid conspiracies and corruption in River of Secrets, a gripping new mystery from Roger Johns.

Chapter 8 : SECRET OF THE STYGIAN RIVER by Elbert M. Hoppenstedt | Kirkus Reviews

Copreus will trigger the side quest "The Stygian Lurker." He'll tell you about a beast that has been preying on the shades waiting to cross the river. You'll find this beast in the Stygian Marsh.

Chapter 9 : Secret of Stygian River | Open Library

The Stygian Deluge: As soon as she exits the well, the River Styx is diverted and a torrent of dark water cascades from

the sky, as if a great waterfall had suddenly appeared in the heavens. The magic tore a hole in the bed of the River Styx and sent it here.