

The Situation

In a hidden cove on an out of the way island lies the entrance to an ancient temple. Recently, a band of pirates discovered the temple and has turned it into their hideout.

Their last expedition did not go as planned. Instead of treasure they have returned with a captive. **Iris de Balzac**, the daughter of a powerful noble who was travelling on a merchant ship. Disagreement over what to do with their captive have caused the pirates to split into two groups. Captain **Ian "Deadeye" Alvy** has taken his captive and remaining loyal followers beyond the stone door into the western part of the temple where ancient powers begin to stir. Meanwhile, First Mate **Stella "Timbers" Ramsay** has taken the majority of the pirates into the eastern wing of the temple, plotting their next move against Deadeye.

A third group of pirates is about to return from gathering food and water. They are unaware of the conflict that has broken out between their comrades.

Getting the Players Involved

The PCs may have come to the temple for a variety of reasons. Maybe they were hired by Iris's family to rescue her from the pirates, maybe the merchant, or some previous victim of the gang is paying the players to take revenge and possibly recoup some of their losses. A rival pirate gang may have set the PCs on Captain Deadeye's trail, hoping to take out the competition. Or maybe the reason for being here has nothing to do with the pirates. The PCs may have followed rumours of the Driftwood Crown to this temple or they stumbled across the entrance while exploring the island.

What could go wrong?

The situation at the temple may not be quite as it appears. One or more of the following complications could arise. Iris and Deadeye are lovers, she has no intention of returning to her family. The pirates have been enslaved by the Drowning God and need Iris to free themselves. Iris is a sorceress who has enthrall the pirates to obtain the Driftwood Crown. This is all a plot by Timbers to obtain the crown and Deadeye is trying to stop her.

The Ritual of Drowning

The Ritual of Drowning requires a human victim to be submerged and drowned in the pool in the **SANCTUARY**. Once the body disappears into the depth a statue will rise from the centre of the pool. The statue has the head and torso of a man but ends in a mass of tentacles. Its left hand is extended, holding the **Driftwood Crown**.

Map Key

1: ENTRANCE HALL A narrow staircase has been carved into the cliff, leading 50' down from the beach into a large chamber. Two rows of stone columns, covered in carvings of sea creatures, run the length of the hall. Stone doors block the exits to the west and east. The western door is decorated with the **image of a large octopus**. A **guttering torch** lies on the floor, casting long, flickering shadows.

Hidden in the shadows behind the middle column on the west side of the room is the body of a **dead pirate**, carrying a **cutlass**, a **brass key** and a pouch with **27 sp**. The corpse's clothes are wet and have been torn in several places. There are claw and bite marks on legs and chest. This unfortunate pirate was part of the group that was attacked in the **SANCTUARY**, from where he escaped before dying here.

2D6 turns after the players first enter this room a group of **5 pirates** arrives from the outside, carrying fresh water and food foraged from the island.

West Door: The arms of the octopus can be moved. The leftmost and rightmost arm hide a keyhole. The **brass key** fits in both. Inserting and turning the key in the right key-



Temple of the Drowning God

by Peter Humburg



hole will open the door. Turning the key in the other keyhole will activate a trap that fills a 10' cube in front of the door with noxious gas that deals 1D6 damage to anyone exposed to it. The gas will expand over 2 rounds to fill a 20' cube (1D4 damage) before dissipating.

East Door: The door is closed but unlocked. A wooden beam and bucket have been propped against the other side of the door. They will clatter to the ground, alerting the pirates in the **SLEEPING QUARTERS** unless precautions are taken.

2: SLEEPING QUARTERS This damp and dark room was once lavishly decorated but most of the precious stones and metal were pried from the walls long ago. The walls and columns are now covered in a layer of thin **white roots**. Some provisions are piled up in the south-east corner of the room.

A group of **six pirates** is gathered here, including **Timbers**. They are arguing in hushed voices in the back of the room.

Touching the **roots** with bare skin deals 1D4 damage. They are easily burnt off. Once the roots are removed it is possible to make out a series of images, depicting people worshipping the figure of a man with the arms of an octopus in place of legs. He can be seen blessing his followers with his left hand and slaying his enemies with a ray of energy emanating from his right.

The remaining **gold and silver inlays** on the walls are worth 60 gp if pried out.

3: TREASURE CHAMBER The walls of this room are decorated with gold, silver, and gem stones. They depict scenes similar to the ones in the **SLEEPING QUARTERS**. An inscription runs along the top of the wall, written in an ancient language. Translated, it reads "The Lord of the Deep rewards his loyal servants above and below the waves. Those who oppose him shall forever suffer his iron wrath."

The north wall is decorated with a large mural depicting the man-octopus placing a crown on the head of a kneeling figure to his left while to his right several chained figures are sinking below the waves. Two rows of six statues line the room, each depicting a warrior equipped with a net and a trident.

The **decorations on the walls** are worth 200 gp if pried out but this will awake the guardians. Four chests, filled with the treasures of the temple (ancient coins worth 300 gp, a large diamond worth 500 gp, 5 rubies worth 50 gp each, a Bronze Circlet of Reading Languages, a Gold Choker of Water Breathing, and a Cursed Dagger of Sacrifice). If anyone not wearing the Driftwood Crown tries to remove the contents of the chests the two statues closest to the exit will come to life and attack.

Secret Door: The entrance to this chamber is hidden behind a stone wall decorated with the relief carving of a man whose torso ends in a tangle of octopus arms. His (human) arms are extended with holes where the hands would be. The holes are large enough to insert an arm half way to the elbow. There is a metal ring at the end of each opening. Pulling the ring on the figure's left hand side (to the right

of the person pulling it) will open the door. Pulling the other ring activates a trap that, on a failed save, will sever the hand.

4: SANCTUARY The damp floor and walls are bare, except for a row of faintly glowing orbs along the west wall. The west side of the room is dominated by a semi-circular pool of dark water. If the water is disturbed small, fluorescing balls of light can be seen moving in the depth. In the light it is possible to make out a dark mass in the centre of the pool (the statue). Anyone entering the pool will attract the attention of **3 Deep One Hybrids** who will try to drag them to the bottom.

If anyone drowns in the pool this will complete the Ritual of Drowning and the statue will appear from the depth. Any attempt to wrest the Driftwood Crown from the

statue while it is still submerged in the pool will draw the attention of **5 Deep Ones**. Should the statue be damaged, the water in the pool will begin to rise until the temple is fully submerged. Deadeye and Iris are likely to be found here, preparing for the ritual. If they are not here, they are in the **PRAYER ROOM** with the remaining pirates.

5: PRAYER ROOM The room is damp and bare except for two rows of six statues in various poses of supplication. An inscription is carved into the back wall. Anyone able to read the ancient language will learn the details of the Ritual of Drowning. The room is empty, except for 3 pirates, all wounded, and their meagre belongings.

The pirates had an encounter with the Deep Ones in the **SANCTUARY** that didn't go well for them. They have retreated here to a more defensible position. Deadeye and Iris are found here if they aren't in the **SANCTUARY**.

Treasure
DRIFTWOOD CROWN. Made from oddly shaped pieces of wood, covered in barnacles and seashells, the Driftwood Crown looks like it has been haphazardly assembled from pieces found on a beach.

The wearer gains some control over the sea and the Deep Ones at the cost of being bound to the Drowning God. When first donning the crown the wearer will hear a voice demanding to be freed. If they agree they will gain knowledge of the crown's powers, otherwise 5 Giant Tentacles will appear to attack them whenever they are near sea water, including the pool in the **SANCTUARY**.

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Effect: Adjust the water level in the temple by concentrating. Every round they concentrate the wearer can raise or lower the water level in the **SANCTUARY** by 1' (3' if the door to the **ENTRANCE HALL** is closed). The wearer of the

crown and anyone they touch is able to breath under water. The Deep Ones will follow the wearers command.

Bronze Circlet of Reading Languages. A delicate circlet of bronze, adorned with a large pearl at the front.

Effect: Understand any written language.

GOLD CHOKER of WATER BREATHING. A finely crafted choker that closes tightly around the wearers throat.

Effect: Confers ability to breathe under water.

CURSED DAGGER of SACRIFICE. Ornate dagger -1.

Effect: Once drawn will not leave the wielder's hand until it has been used in a ritual sacrifice.

Dramatis Personae

IRIS DE BALZAC Victim or Villain. Two sets of stats are provided for Iris to fit her two potential roles.

Hit Dice: 1 or 3 **Morale:** 7 or 9

Attacks: 1 (dagger) **Damage:** 1D4

Armour: light

Move: normal

Typical Spells: None or Charm, Invisibility, Web

DEEP ONE Lurking and merciless

Hit Dice: 3 **Morale:** 8

Attacks: 2 (claws) **Damage:** 1d6/1d6

Armour: medium (natural)

Move: 2/3 normal, fast swim

DEEP ONE HYBRID Lurking

Hit Dice: 1 **Morale:** 7

Attacks: 2 (claws) **Damage:** 1D4/1D4

Armour: light (natural)

Move: normal, normal swim

IAN "DEADEYE" ALVY Merciless towards his enemies he inspires great loyalty in his allies, who will not flee combat while Deadeye continues to fight. Carries 2 pistols.

Hit Dice: 4 **Morale:** 10

Attacks: 2 (cutlass) or 1 (pistol)

Damage: 1D6/1D6/1D6

Armour: light

Move: normal

PIRATE Nimble, cunning, and ruthless.

Hit Dice: 2 **Morale:** 6

Attacks: 1 (cutlass or pistol) **Damage:** 1d6

Armour: light

Move: normal

STELLA "TIMBERS" RAMSAY Determined. Has a peg leg. She tries to stay out of harms way and uses her pistols to devastating effect. She carries 6 pistols.

Hit Dice: 4 **Morale:** 11

Attacks: 1 (cutlass, -1 Attack) or 2 (pistol, +2 Attack)

Damage: 1D6/1D6/1D6

Armour: light

Move: 1/3 normal

TEMPLE GUARDIAN LARGE and unmovable. Will attack intruders with its trident or immobilize them with its net.

Hit Dice: 3 **Morale:** 12

Attacks: 1 (large trident or net)

Damage: 1D8 or special

Armour: heavy (natural)

Move: 1/3 normal

TENTACLE, GIANT The tentacles are 20 ft long and will attack the closest target within range. On a successful attack the target is grabbed by the tentacle and will be pulled into the depth of the pool on the tentacle's next turn unless they can wrest themselves free or the tentacle takes at least half its HP in damage before then.

Hit Dice: 2 **Morale:** 12

Attacks: 1 **Damage:** 1D4

Armour: medium (natural)

Move: special



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