

## THE SUNKEN TEMPLE

A powerful priestess of the sea goddess once lived in a temple off the coast. When an invading force sought to sack the temple and steal the goddesses' offerings, the sea goddess made the sea rise, drowning the intruders and swallowing the temple beneath the sea. Now, after an age has passed, the barnacle encrusted ruins have resurfaced from the roiling depths. The island now stands as a small cluster of rocks rising from the sea.

## ADVENTURE HOOKS

### CHANGING TIDES

You make your way down a coast littered with dead fish and debris. A character may notice that the fish are from the deep ocean. Eventually you happen upon the ruins of a small fishing village. Survivors huddle together under tarps and splintered timbers, whispering of an apocalyptic wave. They offer you one of their surviving fishing ships to see if any of their sailors survived.

### SAILOR'S TALE

You meet a sailor with a strange tale. He tells you how his ship was wrecked, run aground on rocks that should not have been there. He claims the drowning men were set upon by fish people from the deep. He offers to sell you his lifeboat for a few coins as he intends to keep travelling inland.

### STRANGE SIGHTS

The ground rumbles and shakes. The characters are hit by a massive wave, carrying debris in its wake. If they are within sight of the sea, they witness the ruins of a temple island rise from the seafoam, coral encrusted stones draining water into the sea.

## THE TEMPLE

### A. THE ENTRANCE

The waves break against the jagged stones, slick with sea slime. Above a sheer cliff rise the coral encrusted pillars of a ruined temple...The pillars and arches of the temple are thick with barnacles and hanging seaweed. Brackish water pools on the flagstones. Amid a cluster of tumbled stone blocks, behind a curtain of dripping seaweed, looms the entrance to the temple... A worn stair disappears into cold, dark, waist-deep water. The smell of salt and the sea fills your lungs as you descend into the flooded chamber.

### B. THE DROWNED ATRIUM

The Temple is haunted by the spirits of those who drowned when the temple sunk beneath the sea. They appear and fade, ebb and flow, but cannot speak, cold and silent as the deep.

Vashir is the priestess who begged the goddess to sink the temple. Her spectre manifests as a drowned woman, all in white, hair billowing like weed at the ocean floor, her eyes cotton white. She will try to harm any intruders, though her power is limited.

There are also spirits of the forlorn folk who sought refuge in the temple, men, women and children, thinking the harsh goddess would shelter them. Their ghosts hope desperately for their curse to be broken, and will appear to point, pale skinned and wet haired, down dripping hallways and aid those who would release them.

### C. THE BARNACLED CRYPT

Skeletons, encrusted in barnacles and coral will rise from their tombs to defend this hallway.

### D. THE SHRINE OF THE SEA GODDESS

Two green brass keys are needed to open the patinaed copper doors of the shrine of the sea goddess. One key is located in area I and the other in area F. A great tentacled kraken guards this flooded chamber. Killing the Kraken frees the drowned spirits trapped in the temple. There beneath the still waters of the shrine you see the glint of treasure – a fortune in pearls, dull as the eyes of dead men.

### E. THE COLD ALTAR

Vashir may appear here (See Area B).

### F. THE MURAL ROOM

This room is painted with a mural that details the temples past and hints that slaying the kraken in area D will free the drowned spirits from this watery tomb. On a pedestal is one of the keys to area D.

### G. THE NAGA NEST

This room is the den of several naga, the floor covered in half eaten seal and dolphin carcasses.

### H. THE SACRIFICIAL STONE

Vashir may appear here (See Area B).

### I. THE COLLAPSED HALL

This room is filled with the rubble and debris of fallen statues and arches. A pair of naga, serpents guard this chamber

### J. THE CRACKED OBELISK

Vashir will manifest as banshee like spectre, mustering all her power to protect the key. If she is defeated here, she does not return. On a pedestal is one of the keys to area D.

