

Water Temple

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big golden statue of the ancient
toad god of underwater lakes

a tunnel in
the ceiling
leads outside

a fish head priest is
making an offering

the fish heads have set
up a nest for blood
sucking leather wasps;
there are 1-6 of them
flying around, another
2-12 of them inside the
nest, and another 2-12
flying around outside

a sinkhole to
darker
depths

if the priest calls for
help, ten fish heads
will show up
three rounds
later

natural
cave with
uneven
floor

secret underwater
tunnel connecting
the public temple
with the hidden shrine

a big boulder blocks most of
the tunnel; leather wasps can
crawl through the
opening; doors
and the leather
wasp nest are
visible from
the tunnel

storage
room

the big room of
worship with a
statue of the
water god on the
island in the
middle of the
artificial
underwater
lake, protected
by four columns

twenty fish heads
live in this hall; if
not alerted, some
will be lounging
in the pools, others
will be
rolling dice

a tunnel in
the ceiling
leads outside

rubble

this could
also be the
bottom of a well;
perhaps there is a
sinkhole that connects
to the pool in the death
god shrine to the south

in a big fight, the fish
heads will try to cut off
any invaders by using
the side passages

reception
hall of the
ancients

rubble filled
storage room

Shrine to the Death God

big stone statue of the reaper
and two
small
gold
idols

Design Notes

In my own game, the players never found the necromancer lair. The water temple was below a ruins occupied by flying monkeys that the players wanted to gain as allies. They promised to clear out the fish heads that were capturing monkeys at night to sacrifice them to their toad god. I hid a powerful weapon inside the statue of the toad god. The fish heads escaped down the sinkhole and the threat was ended by plugging the hole with the round boulder blocking the tunnel to the stirge cave. I used kuo-toa, stirges, a 5th level cleric, and a 5th level magic user for stats and used it against a party of six 3rd level adventurers.

pit trap

four
zombies

Library

Lab

potion,
spell book

Bed-
room

the necromancer lair
is unknown to the
fish heads; he is a fifth
level magic
user who
will use his
lightning
bolt as a last
measure as he
flees down the
corridors to his
shrine,

the necromancer has
chained a ghouls
to the wall
down here; it
will not die
and is forever
hungry

hopefully catching all his pursuers at once.

