

The Poseidon Adventure

Adventure Design: CC Chamberlin

Rising out of the crashing ocean waves is an eroded spire of rock, into which was carved a temple to the sea-god Poseidon. Lately, townsfolk in the nearby fishing village have been having strange dreams of a great evil awakening in the ruined temple, and so, the village elders seek help from a party of brave adventurers to investigate.

ENTRY CHAMBER

The entry chamber at the top of the spire must be climbed to. A magical effect pulls water from the ocean up into a pool, which drains out the entrance. Once beautiful, its marble frescoes are now dripping with slime and algae. Two statues flanking the staircase will attack anyone passing them.

WORSHIP CHAMBER

The second level has a view looking out onto the ocean, but it has long since grown over with stranglevines from above. Anyone getting near the overlook will be attacked by them. A great marble plug sealing the passage down is trapped with a magical drowning trap.

LOWER COURT

The lower level contains a gloomy hall. The frescoes, once happy images of seafarers, now slowly move of their own accord, depicting the slaughter of the kingdoms of man. Even the algae is corrupted; it attacks the party to keep them from approaching the far room, where a new evil demigod of rot and corruption is incubating in a mass of glowing green matter. Long centuries of neglect and ruin have caused the holy magic here to spoil and rot, allowing this *thing* to gestate. It puts up a mighty fight, but it is luckily still vulnerable to the blades of mortals.

The would-be deity will not go lightly into oblivion, however. With its keening death throes, it shakes the spire to its core, and topples it! The spire cracks at the base, tilts, and falls into the water (clockwise 90° in the diagram above, so that “up” becomes the left-hand side of the map).

CONCLUSION and PLOT HOOKS FOR FURTHER ADVENTURING

As the party watches the temple and its dying god sink under the waves, they'll know they have spared the world much pain and sorrow, but sadly, there are few who can understand this service. Of these few are theologians who may need the party to put down other gestating gods, or cultists who are enraged at the decide of their god and want revenge.



THE ESCAPE

It's now a race against time to get out of the temple before the party drowns, with a raging, dying demigod shaking the very ground beneath their feet. Water is filling the temple fast from the Worship Chamber window.

Characters will have to dive down into the lower court area and contend with frescoes broken free from the walls and able to attack as stone golems.

Then, they can crawl along the shaft and attempt one of two escapes. They can try to swim down and out through the submerged overlook window, and deal with the masses of underwater stranglevines shaken loose below.

Or, they can try to climb the Worship Chamber hall, and scale the 45° slanted, slimy floor, down which water falls from the magic pool. Once in the entry chamber, they will find a slime creature which has slid up through the waterway.