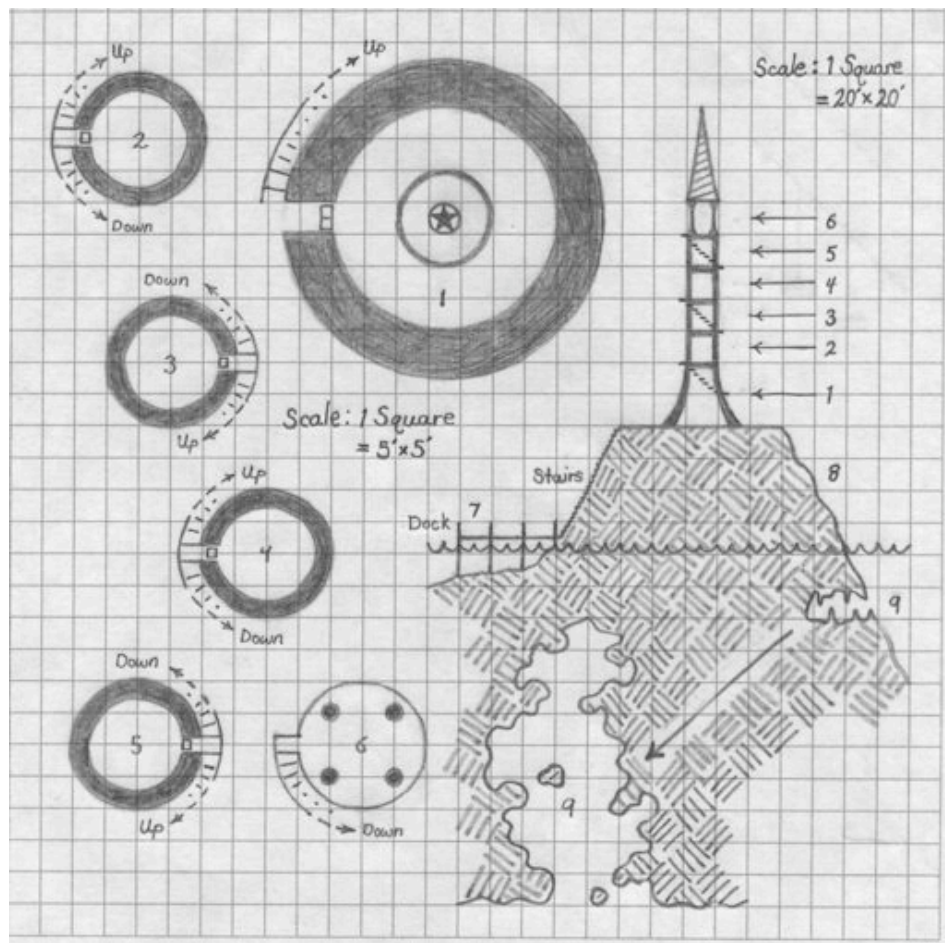


The Sea Goddess's Tower



Background:

Long ago the shining light of the Sea Goddess's Tower shone out over the water, warning all ships of the dangerous reefs and jagged sea mounts in the area. The tower also served as a repository for charts, maps and sea lore from all over the world. Servants of the Sea Goddess served at the tower, tending its light, taking care of its store of knowledge and providing assistance to any sea wayfarers they encountered.

Then one storm wracked night the tower's light went out. Ships that went to investigate were either never heard from again, or returned with tales of vicious sea demons in the waters near the tower. Soon the Sea Goddess's Tower became a legend of dread amongst sailors and avoided with great care.

Tower Notes:

The tower is constructed of black volcanic rock, the same as that which the sea mount is made of. A spiral stairway winds around the outside of the tower. The steps are projections of stone from the tower with gaps between them, and an iron railing winds around with them. The years of neglect, weathering and corrosion have made the stairs very unsafe. For each level ascended or descended, roll 1D6 for each Party member. Those that roll a 1 will need to roll their Dex or less to avoid falling as the railing fails, a step breaks away, etc. Combat on the stairs requires a roll for each combatant each round.

Encounter Key

- Shrine:** 25 Giant Rats - Weathered and broken double doors lead into this 35' diameter chamber, which is littered with debris. The ceiling is 40' above, from which is suspended a chain that might have once suspended a light source for the room. Tapestries once lined the walls with scenes of sea mythology, but they have long since fallen to the floor and their remnants have become nests for the Giant Rats. A 15' diameter pool is in the center of the chamber; strangely still filled with fresh, clean water. Atop a pedestal in the center of the pool is a statue of the Sea Goddess. Attempts have been made to defile her, an arm having been broken off and her lower half covered with scratches and gouges, but her face remains unmarred.
- Storeroom:** Wood Golem - The door, though weathered, is whole. This 15' diameter chamber is lined with shelves from top to bottom, many of them broken and collapsed, and their contents spilled across the floor. One undamaged ladder leans against the wall near the doorway. In the center of the room is a pile of driftwood that will form into the Wood Golem and attack if any weapon larger than a dagger is in hand, or if anyone one attempts to take anything from the chamber without first asking permission in Common. Items and goods of all kinds useful in maintaining the tower and its residents may be found here, though many are now useless with age, including all the food and drink.
- Acolytes' Chamber:** Wererat and 5 Giant Rats - The door, though weathered is whole. This 15' diameter chamber was the living quarters for the three acolytes that once tended the tower. It is now the lair of a Wererat and his closest pets. The room is a filthy shambles, with only one unbroken bed still whole from its furnishings. The Wererat was shipwrecked here about a year ago and lives in desperate fear of the Harpies, the Lacedons and the Sea Hag. He will try earnestly to convince the Party to rescue him from the sea tower. He is armed with an old cutlass.
- Library:** The door is missing, obviously wrenched from its hinges. This 15' diameter chamber was the repository for the countless charts, maps and volumes of sea lore that were collected by the servants of the Sea Goddess to assist those who traveled the seas. Shelves once lined the walls from top to bottom, filled with the accumulated knowledge. Now, however, the shelving has been ripped down and their contents scattered and shredded all over the floor. A shattered table, two smashed chairs and a broken ladder will also be found. If a Party takes the time to search carefully, they will find two Clerical Scrolls, one with Continual Light and the other with Cure Disease.
- Priest's Chamber:** 2 Harpies - The door is warped and cannot close completely. The wind causes it to swing open from time to time. This 15' diameter chamber used to be the priest in charge of the tower's quarters. An awful stench issues from the room. The room is a wreck of broken furnishings surrounding a large nest made from bedding and tapestries. Excrement is everywhere. The Harpies will attack any intruders and investigate any loud disturbances from below.
- Sea Light Platform:** This platform, open to the elements, is surmounted by four pillars that hold up the tower's spire. From the interior of the spire dangle four broken chains that once held the tower's light.
- Dock:** Strangle Weed - Eight massive stone pylons support a wooden dock that, despite long neglect, is still solid. Just off the side of the dock in about 10' deep water is a brightly glowing object. The object is the tower's light. It is a massive faceted crystal with broken chains attached to it. A clerical Continual Light spell has been cast upon it. Anyone attempting to retrieve it will be attacked by the Strangle Weed.
- Sea Mount:** 3 Giant Crabs - The sea mount that the tower is built upon has very steep, rugged escarpments. Attempts to ascend it at any other location other than the stairs going up from the dock will be slow, difficult and dangerous. Also, such activity will attract the attention of three Giant Crabs, that will have no difficulty with the terrain. The top of the mount has been leveled off in a 25' wide circular area surrounding the tower.
- Sea Cave:** Sea Hag and 8 Lacedons (Sea Ghouls) - Under water, on the side of the sea mount opposite the dock is a sea cave that serves as the lair for a Sea Hag and her Lacedon minions. Any intrusion into the cave will result in an immediate attack by its residents. Any loud disturbances in the waters surrounding the sea mount will cause the inhabitants to go and investigate. If the tower's light is retrieved from the Strangle Weed, the Sea Hag and her Lacedons will, upon discovering this, search the tower for it.