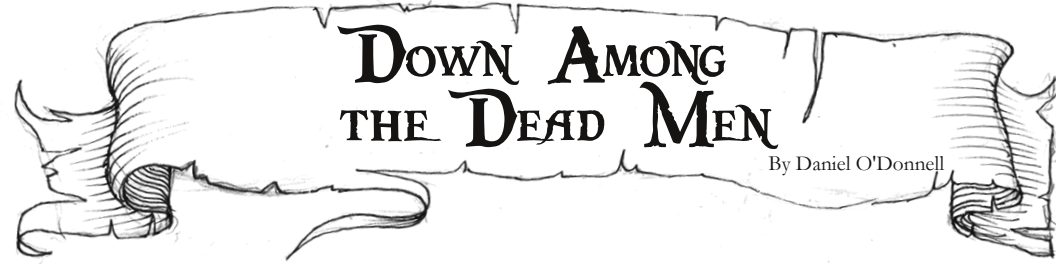
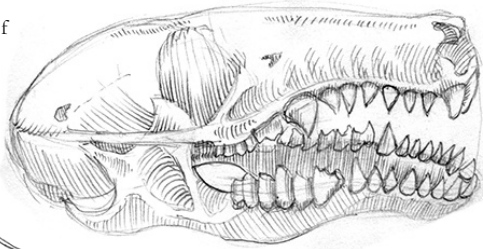


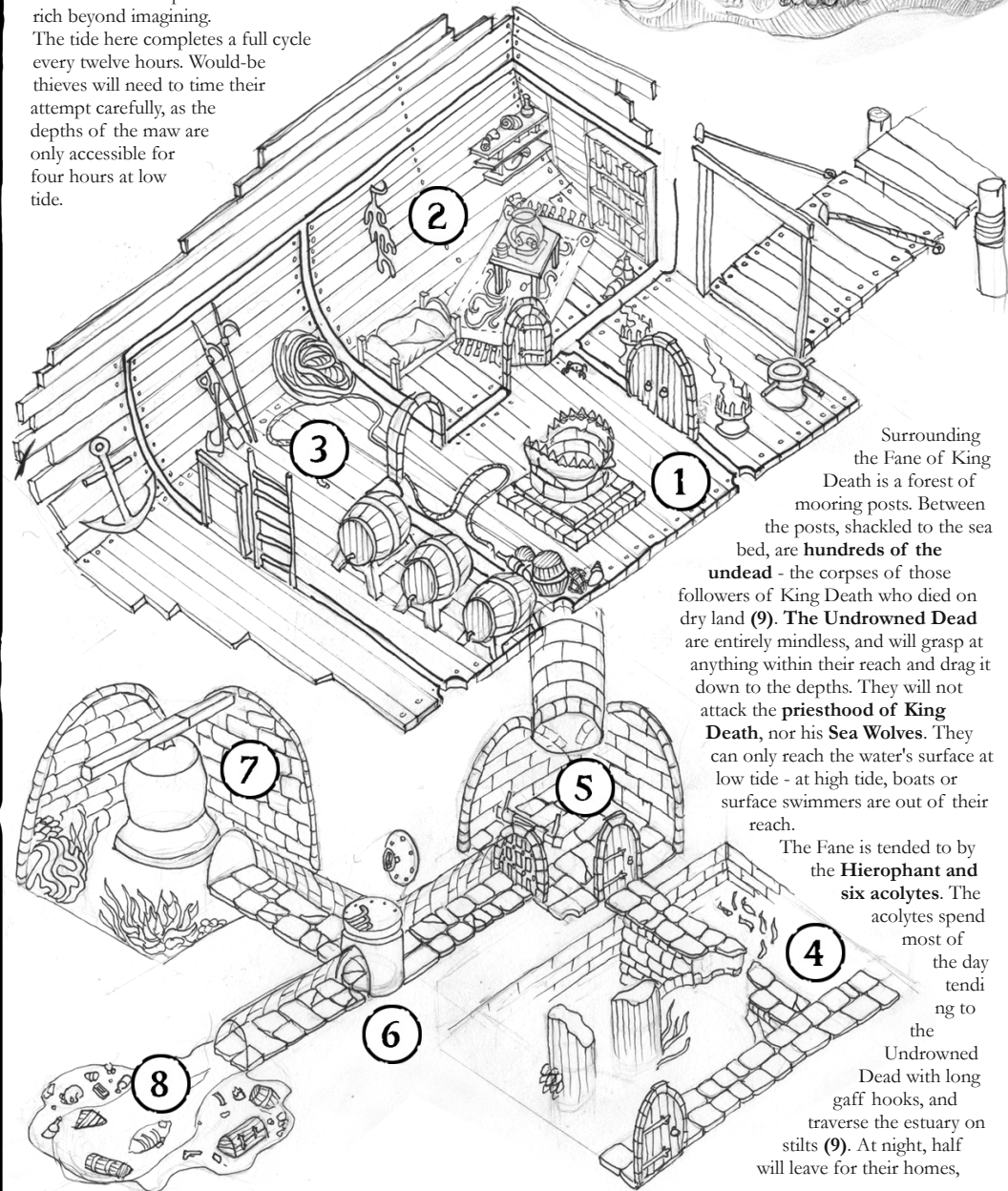
King Death is the patron of the drunk and the drowned. God of the deep ocean and the deep glass. Sailors come to his fane to pay their respects to the dead and to offer King Death gold and rum to protect them at sea. The fane is the wreck of a ship perched atop an island, overlooking an estuary. Rumours abound of the riches that have been offered up to the Brine Lord over the years and that any who could retrieve them from the depths of his maw would be rich beyond imagining.

The tide here completes a full cycle every twelve hours. Would-be thieves will need to time their attempt carefully, as the depths of the maw are only accessible for four hours at low tide.



DOWN AMONG THE DEAD MEN

By Daniel O'Donnell



while the others will drink themselves into a stupor within the fane.

The **Hierophant** lives in the Rectory (2). Among the gifts given to him by King Death are the ability to control the tides and the ability to transform into a hammerhead shark.

A **hermit** dwells in a crow's nest near the viaduct (10). He can tell supplicants to the temple about the **bell** beneath the fane. If threatened, he will summon a horde of crabs to defend himself.

Three Sea Wolves hunt the waters around the fane. Great beasts with the forequarters of a wolf, the tail of a shark, long jaws like a crocodile and seaweed instead of fur. At any given time, two will be resting in (4), while the third will be out hunting in the estuary.

Surrounding the Fane of King Death is a forest of mooring posts. Between the posts, shackled to the sea bed, are **hundreds of the undead** - the corpses of those followers of King Death who died on dry land (9). **The Undrowned Dead** are entirely mindless, and will grasp at anything within their reach and drag it down to the depths. They will not attack the **priesthood of King Death**, nor his **Sea Wolves**. They can only reach the water's surface at low tide - at high tide, boats or surface swimmers are out of their reach.

The Fane is tended to by the **Hierophant and six acolytes**. The acolytes spend most of the day tending to the Undrowned Dead with long gaff hooks, and traverse the estuary on stilts (9). At night, half will leave for their homes,

3. The Wine Cellar

Three large casks of brandy line the wall of this room. Each cask contains the **preserved corpse of a nobleman**. Their fine clothes are soiled beyond use, but their jewellery is salvageable. If sampled, the brandy will taste perfectly fine.

4. Black Water

At low tide, the water is only ankle deep over the top of the submerged bridge here. Unfortunately the darkness makes it difficult to tell where secure footing is. **Two Sea Wolves** will be resting here. They will attempt to drag their victims into the deep water before finishing them off. The door is locked, but submerged tunnels lead to the outside of the fane.

5. The Well Bottom

The **Sea Wolves** will enter this room to feed upon sacrifices dropped into the Maw. Bones and other inedible offerings are washed through the portcullis and down into the Trove by the incoming tide. The windlass will open the **portcullis**, but the rope is rotten and will snap if it has to hold up the portcullis for more than a quarter of an hour.

6. The Air Chimney

This space is filled with air, even during high tide. A false airlock at the top will flood the chamber if the handle is turned. This will reset after ten minutes. A set of metal rungs lead up to the airlock. Climbing the rungs will trigger a **scythe**

trap concealed in a slot around the base of the chimney.

7. The Bell Tower

This room contains a **huge bronze bell** encrusted in verdigris, covering any ornamentation it may have originally had. If the bell is rung while submerged, sea creatures will gather and sing secrets of the deep to those underwater. However, if the bell is rung out of the water, the tide will suddenly begin to rise in a great torrent, reaching the high tide mark ten seconds after the bell is sounded.

8. The Trove

Offerings dropped down the Maw eventually wash into this chamber. The silt contains any number of coins, broken bottles, animal bones and small gold plaques inscribed with the prayers of supplicants. It would take twelve hours for a single person to find every piece of treasure hidden in the sand. **Two locked coffers** are half buried in the sand. The first is filled with copper coins, but the second conceals a **mummified undead mermaid**. The mermaid's eye-sockets contain **two large archaic gold coins** - if retrieved and placed upon the eyes of a living person, that person will take on the appearance of a corpse and will fool any reasonable test to determine if they are alive.

1. The Maw of King Death

Offerings to King Death are thrown down this well, which is surmounted by the jaws of a giant shark. If the weight of a person is placed upon the jaws, they will swing shut, severing anything caught in the well mouth.

2. The Rectory

On a table in the centre of this room rests a **large glass fish bowl**. The bowl contains **two eels and a miniature treasure chest** filled with gold coins. If anything is dropped into the fish bowl, it will shrink until it matches the chest in scale. Anything tipped out of the bowl will grow to the same degree. If the bowl is broken, a full-scale treasure chest, several tons of water and two rather angry giant eels will appear in its place. Underneath the coins in the chest is a suit of scale armour crafted from shark's teeth. The teeth will lacerate anyone attempting to grapple or swallow the wearer.

