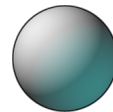




Mermaid by liftarn  
Openclipart - CC0 1.0



Magical Pearl

# Temple of the Siren

Near the coastal city of Skraal, main seat of the merchant princes of Ylaskar is rumoured to exist an ancient temple carved inside the nearshore mountains: The Temple of the Siren.

Legends and seafarer tales say that inside this temple, devoted to unknown sea gods, there are several magical pearls that will help any brave (or fool) people swallowing them to command any underwater creature and understand their language.

Nowadays the temple is believed to be empty, without monks or other religious figures living there, but any adventurer willing to explore it will face some unknown dangers inside, as merfolk guardians, enchanted to appear as statues, were left behind by their former masters and giant crabs often choose the site as a nest during brooding time (exact numbers of each are left to the referee's discretion).

The referee will decide how many pearls will be scattered inside the temple and which chests contain them (I suggest 1d4 for every character in the party).

### Creature stats

Ascending AC starting at 12, d8 for Hit Dice  
(complement and adjust for your system of choice)

### Merfolk guardians

HD: 4d  
AC: 14  
Armed with tridents  
(damage: 1d8)



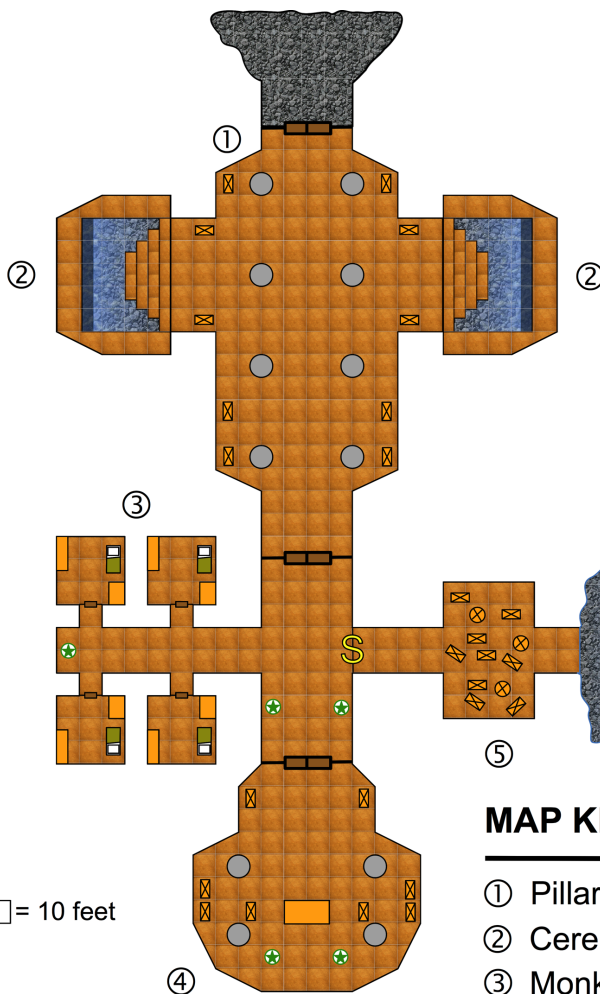
### Giant crabs

HD: 8d  
AC: 18  
Armed with pincers  
(damage: 1d6)



Merman by shd-stock  
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Crab by Johnny\_automatic  
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□ = 10 feet

### MAP KEY

- ① Pillared hall and main entrance
- ② Ceremonial pool
- ③ Monk cells
- ④ Chapel
- ⑤ Secret stash

### MAP SYMBOLS

- Pillar
- ⊠ Chest
- ⊗ Barrel
- ▣ Bed, table and locker
- ⊕ Statue
- ▭ Altar
- Ⓢ Secret door
- 🚤 Boat



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