

DROWNED TEMPLE TIDES

The Drowned Temple Tides rise violently from the seabed, threatening to swallow the coastal city as the fanatical Salt-Bound Order chants to accelerate its awakening. Hourly tidal shifts warp the stone corridors, drowning paths and sealing intruders within shifting, submerged chambers.

HOOKS & RUMORS

- A spy reports the Salt-Bound Order plans to break the Tidal Lock at high Tide, forcing a stealth mission to sabotage their ritual before the city drowns.
- Diplomats seek an audience with the temple's spirit to negotiate a truce, but the shifting rooms make finding the entrance nearly impossible without a guide.
- Mercenaries are hired to physically drag the temple down using heavy chains, fighting through flooded halls that rearrange themselves every hour to block their path.
- An explorer claims a low Tide reveals a dry corridor leading straight to the core, offering a rare chance for forceful entry before the waters return.

RANDOM EVENTS (D6)

1	Sudden Surge	The tide rises ten feet instantly, flooding low areas and forcing players to climb or swim immediately.
2	Salt Fog	Thick white mist rolls in, reducing visibility to five feet while muffling all sounds except for splashing water.
3	Chain Snap	A massive overhead chain breaks free, crashing down and creating a new barrier across the current path.
4	Bioluminescent Bloom	The glowing algae suddenly brightens intensely, revealing hidden traps but also attracting predatory deep-sea creatures.
5	Ritual Echo	Distant chanting grows louder, causing all water in the room to vibrate and knock unsecured items off shelves.
6	Gate Jam	The rusted winch mechanism seizes up, requiring a strength check or tool use to operate before the tide shifts again.

LOCATIONS

Salt

Slicked Threshold Green bioluminescence pulses from barnacle encrusted walls as crashing waves e...

Corroded Chain Gallery

Rusty iron chains hang from the ceiling, dripping brine that burns exposed skin.

Breached Bell Tower

The hollow bell sways violently in the rising tide, creating a deafening sonic resonance.

Sunken Script Library

Ancient scrolls float in waist deep saltwater, their ink slowly dissolving into swirling blue pat...

Awakening Altar Chamber

Fanatical chants reverberate around the central spire where the temple breaches the surface, forc...

ENCOUNTERS (D6)

1	Tide-Caller Ambush	Three Salt-Bound zealots ride on floating debris, hurling harpoons while the Tide rises rapidly around them. Players must use the hanging chains for cover or sabotage the winch to flood the room and force enemies underwater. Negotiation is possible if players prove they respect the rising waters rather than fearing them.
2	Collapsing Spire Fight	The tower structure groans as the bell cracks, sending debris raining down on combatants in the swirling water. Fighters can use the balcony railings for high ground or shatter the bell to create a sonic blast that stuns all nearby foes. Stealthy players might slip through the broken windows while others are distracted by the noise.
3	Drowned Guardian Patrol	A construct made of coral and driftwood patrols the submerged aisles, attacking anyone who touches the floating scrolls. The guardian is immune to slashing weapons but vulnerable to the electrical discharge from nearby lightning rods on the ceiling. Players can distract it with thrown ink pots or negotiate by offering a specific sacred text.
4	Fanatic Ritual Disruption	A group of Salt-Bound acolytes chants in unison, causing the water level to rise unnaturally fast within seconds. Interrupting their circle stops the Tide surge but alerts nearby guards who rush to defend the ritual site. Players can sabotage the chanting by destroying their drums or use the rising water to trap them against the walls.
5	Leaking Vault Breach	The pressure from the ocean outside causes a massive leak, threatening to crush anyone near the eastern wall. Engineers can reinforce the breach with debris while others fight off opportunistic sea predators drawn by the commotion. Negotiating with the leaking water spirits might seal the hole temporarily in exchange for an offering.
6	Script Guardian Duel	A spectral scholar manifests from the dissolving ink, demanding a riddle answer before allowing passage through the flooded archives. Failure to answer correctly summons more spectral defenders that attack using water-based magic and blinding ink clouds. Players can solve the puzzle, fight the spirit, or destroy the central bookshelf to collapse...

NPCS

Captain Mara Vane: A former naval commander turned reluctant ally who seeks to drag the temple back down before it claims her city. She knows the structural weak points but distrusts magic users due to past betrayals by the Salt Bound Order. She offers tactical guidance and a map of the shifting corridors in exchange for protection from zealots. Her paranoia makes her check exits constantly, but she will sacrifice herself to save civilians.

High Priestess Elara: A devoted member of the Salt Bound Order who believes the flooding is a divine cleansing necessary for evolution. She tries to convert players with promises of immortality through water while commanding fanatics to eliminate dissenters. Her faith wavers if shown evidence of the city's suffering, offering a chance for redemption or a final desperate battle. She carries a key to the central spire hidden in her robes.

Scribe Kaelen: A terrified scholar hiding in the Sunken Script Library who knows the temple's original purpose and the true history of the tides. He refuses to leave until he saves the ancient texts, which he believes hold the power to reverse the rising waters. Players can bargain for his knowledge by protecting him from spectral guardians or threatening to burn his precious scrolls.

Tide: Warden Jorin A rival scavenger who wants to loot the temple's treasures before it fully emerges, caring little for the city's fate. He offers information about hidden passages in exchange for a share of the gold and artifacts found within the depths. His greed makes him unpredictable, and he might betray the party if a larger reward appears or if the water rises too high.

PLOT RESOLUTIONS

The adventurers could sabotage the Tidal Lock with Captain Mara Vane's help, sinking the temple but permanently losin...

The adventurers might aid High Priestess Elara in completing her ritual, saving the Salt-Bound Order from extinction...

The adventurers could steal the Ink-Stained Codex from Scribe Kaelen to seal the Tides, risking his eternal hatred an...

The adventurers might betray Tide to secure the Anchor of Despair, stabilizing the shifting halls for escape but leav...

The adventurers could shatter the Bell of Whispers to stun the Salt-Bound Order, creating chaos that allows escape wha...

TREASURE

Anchor of Despair – This heavy iron chain link allows the wielder to stabilize any shifting terrain for one minute. Found in the Corroded Chain Gallery, it was used by ancient builders to lock the temple in place during storms. The item is cursed: every use drains the user's stamina as if they were holding a real anchor, leaving them exhausted and vulnerable.

Bell of Whispers – A small silver bell that produces a sound only audible to water-breathing creatures when rung. Located in the Breached Bell Tower, it can summon friendly sea beasts or command hostile ones to stand down temporarily. However, ringing it attracts the attention of the Drowned Guardian and other aquatic horrors from the deepest trenches nearby.

Ink-Stained Codex – A waterproof book containing the original blueprints of the temple's tidal mechanisms and structural weaknesses. Hidden in the Sunken Script Library, it reveals how to permanently seal the rising tide if read aloud in a specific ritual. The pages are sticky and corrosive, damaging the holder's hands unless they wear thick gloves or cast protective magic first.

Salt-Weaver's Cloak – A tattered garment that allows the wearer to walk on water surfaces for short bursts without sinking. Recovered from a fallen zealot in the Breached Bell Tower, it provides mobility advantages during high tide encounters. The cloak slowly dissolves with each use, eventually turning into harmless salt dust after three activations unless preserved in fresh water.