

Hook • Asiir is a seaside city ruled by a dead king. Though the coast itself is rich with legend far more intriguing than dead kings and sunken ships. A drowned cove said to be the birthplace of a great evil lies forgotten beneath an island prison. That is, until the king's hand falls silent and the depths begin to dance with prodigious shadows as ships capsizes and waves swallow islands whole.

Meridiana • The sixth daughter of Lilith and mother of all sirens has many shrines. The place of her birth serves as the greatest, which is now a submerged labyrinth that lies beneath the same waters her mother was slain in centuries ago. Though Meridiana herself is dead, her orphaned children dwell here, churning the sea with their song. On the anniversary of her death their song begins to reverberate from the deep, drawing men to their deaths and offering sacrifice to Tiberion.

Tiberion • Said to be the avatar of an elusive God, this beast is larger than any known sea creature. Rows of pointed teeth the size of wizard spires line its cavernous maw, and a stalk that protrudes from its spined head holds a luminescent sac that emits an eerie glow.

Unless noted • Walls: hewn stone with relief's depicting waves, shells, various sea life, and humanoids. Doors: made of brass and unlocked. Lighting: mounted seashells filled with bioluminescent fluid or creatures.

A. Tiburon's Shelf A deeply scratched marble ledge. It sits above sea level, carved with shallow steps that lead into the water. Atop it lie the bodies of several drowned men.

B. Underwater Canal Beneath the canopy of the cliffs above, a few abandoned rowboats mark the entrance into the siren's domain. A submerged tunnel approximately 30' below rises up through the rock and into room C.

C. Antechamber This cavern is dimly lit by candles made of human fat that speckle the floor. To the south are double doors inset with wavelike filigree, the handles bound together by an *animated lock* affixed to a rusty chain.

D. Spawning Pool A half-finished dome ending in a shallow pool of water. A stocky water mephit sits amidst cave formations and dozens of spider crabs. It gnaws at the corpse of a strange humanoid creature with the head of an angler fish.

E. Store Room. Ransacked and smelling of rot, this chamber holds a few barrels, crates, and a small table. Spices, ingots, and various ores can be found. Atop the table sits a bronze bowl filled with a foul concoction. (*potion of longevity*)

F. Guard Chambers This room reeks of brine and iron. Two lumbering coral golems skewered with fine weaponry, and fused with the skeletal remains of the dwarves who first sailed to Asiir stoically stand guard in this chamber.

G. Scrying Pool The walls here are featureless and mirror smooth. An incense-filled censer made of seashell and bone dangles above a stone bowl to the south. The basin is filled with sea water, carved up from the floor itself. Disturbing the censer (*Pendulum of the Deep*) causes the door of this chamber to seal and completely flood within 30 seconds.

H. Stockade These barred alcoves serve as threadbare cells for captives and slaves.

1. Skeletal remains of a human, a thick knot of rope gags its mouth. It wears simple clothes which are actually a set of *glamered plate armor*.

2. Waterlogged corpse of a pirate. His mouth still agape bears many gold teeth.

3. Empty and pooled with water.

4. An unconscious tiefling man lies naked here; his genital area appears to be raw.

5. A hooded figure lies here clenching the iron bars. One hand is tattooed with the upside down sigil of Asiir. The other hand wears a thin silver *ring of water breathing*.

I. Foyer The walls here are marbled and depict a great toothed fish swallowing the world. Torches of dark purple flame flank the doorway. The door itself is warded with magic, unless dispelled it will bestow a curse of tongues upon all mortals who cross its threshold.

J. Reliquary Within is a stone effigy of Tiberion's head, several drown bodies are impaled upon it in obvious sacrifice. Incense chokes the room. If sacrifice is offered, a boon of *bles* is bestowed upon those in the room. If the shrine is defiled, the *cloudkill* trap in the ceiling is triggered.

K. Heart of the Sea A broken ledge separated by a stone partition opens to a noisy chasm that extends vertically in both directions. On either side of the partition a wave pattern acts as a button. If either is pushed, the opposite side of the chamber produces a magical blast sending the shelf's contents into the chasm below. A crumbling stone shelf sits 90' above across the gap, flickering with dim light.

K1. Shelf of Mischief Two nixies guard a hollowed turtle shell containing a *Net of Entanglement* and a *Bag of Tricks*.

L. Ruined Menagerie Venomous water slugs inhabit this partially submerged chamber. Feeding off of fungi and seaweed that grows on the now crumbled throne. While alive, the slugs secrete a fragrant fluid that is seductive to humans.

L1. Hidden Alcove Several dozen slugs blanket the wall leading to this chamber. If they are killed the underlying wall gives obvious clue to entering. Within is a pedestal holding the brine encrusted *Conch of Truth*.

M. Shrine of Lilith Steep stairs lead into this brazier-lit chamber, within are 7 statues depicting Lilith and her six daughters. Each of her progeny hold a *magic wand* with 1 charge that acts as a lever, pulling them causes the statue to come to life. [Statue (*wand*)]

Medusa (*petrification*), Siren (*charm*), Succubus (*command*), Marilith (*blade barrier*), Lamia (*disguise self*), Nymph (*lightning*)

Once each avatar has been bested, the base of Lilith's statue will open to reveal a partially melted iron crown and a small treasure horde.

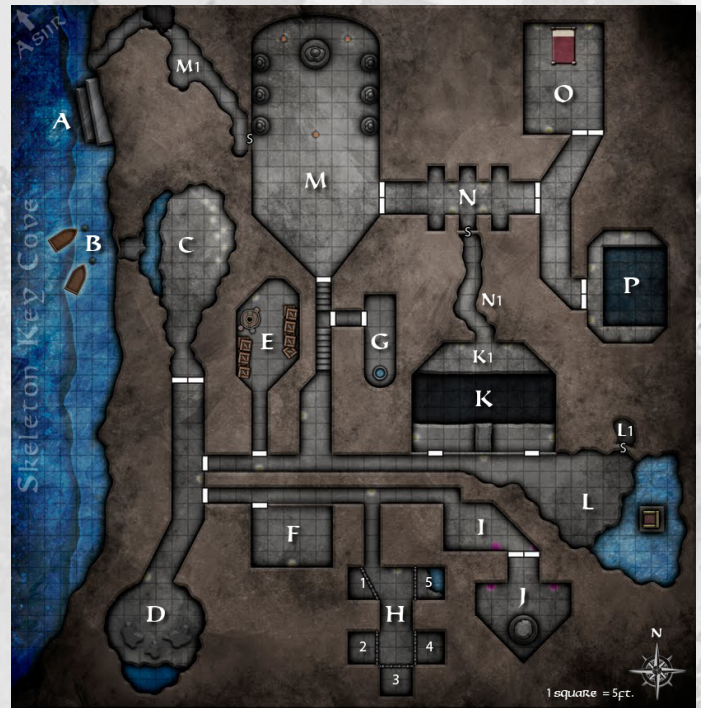
M1. Hidden Tunnel Exits into the sea.

N. Hall of Trials 6 alcoves lined in brass relate riddles pertaining to each of the 6 daughters of Lilith here. Each corresponding wand from the statues must be placed in insets to pass through the gate to the east.

N1. Sprite's Passage Leads to K2.

O. Meridiana's Bedchamber Siren twin sisters Hecuba and Sthasia dwell here, often abusing slaves. Sthasia is a priestess of blood magic and holds the key to area P. Hecuba is a swift fighter that wields a *vorpal trident*.

P. Siren's Cache This locked room contains a deep pool of viscous water. Beneath the water is a glass dome containing a large horde of treasure, including a *Hand of Glory*.



TREASURE:

- *Conch of Truth* • Allows those listening through it to hear the secrets and true desires of nearby mortals.
- *Six magic wands* • Act as levers in the **Shrine of Lilith** (*charm, petrification, command, disguise self, lightning, blade barrier*). Each wand holds 1 charge.
- *Pendulum of the Deep* • Censer made of seashells attached to a strand of small bones tied together with seaweed. It allows for a telepathic communication with **Tiberion**, however attempting to decipher the beast's murmurs has been known to drive most mortals into madness.
- *Ring of Water Breathing* • A small silver ring inlaid with patterns of tentacles and crashing waves. Allows for breathing underwater as long as it is worn.
- *Glamered Plate Armor* • Whispering a command word transforms this armor to appear as normal clothing.
- *Potion of Longevity* • Reduces your age by 25% of your current age.
- *Vorpal Trident* • Extremely accurate (+5) and causes decapitation on a critical hit.
- *Net of Entanglement* • A command word causes the net to constrict.
- *Bag of Tricks* • A fuzzy ball within this sack transforms into a small animal if tossed into the air.
- *Hand of Glory* • A severed hand with webbed fingers hanging from a silvered chain. Allows you to wear an additional ring and also grants *improved invisibility* once per day.

MONSTER APPENDIX AND NOTES:

- Coral Golem (2)
- Water Mephit (1)
- Siren, Hecuba (1) and Sthasia (1)
- Avatars
 - Medusa (1)
 - Nymph (1)
 - Lamia (1)
 - Succubus (1)
 - Siren (1)
 - Marilith (1)
- Venomous Water Slug (60+)
- Nixie (2)
- Spider Crabs (26)

WHY?

- **So much treasure?** Because it's a one shot, and the monsters are challenging. Why not?!
- **The melted crown?** You'll find out soon enough, follow my blog.
- **The humanoid creature with the head of an angler fish?** See previous answer.
- **System neutral?** We can't be playing favorites here.

IT'S UP TO YOU

- To determine the general difficulty level and nature of spells, traps, locks, and monsters.
- Monster abilities, notes, qualities, etc.
- If the hooded figure is alive or dead. (They are high ranked female member of the Asiir thieves guild)
- If the naked tiefling man can be roused.
- If the avatar's can be defeated without combat.
- Why the water mephit is there.
- How the golems are 'programmed'.
- Why the nixies are there, and where the chasm leads to.
- If any of the various magical treasure is in fact *cursed*.
- The why and how of your players getting to Asiir.

A KING WITH NO CROWN - FULL MAP

