

Tab 1

The Tower Temple of Moraira



Introduction

About the Module

The Tower Temple of Moraira is an adventure module based on a small island near the mainland shore. It can be used as a drop-in module for a campaign, with its rumors and hooks, or as a standalone adventure.

Background

The Tower Temple of Moraira was founded by Moraira and their companion Althaia, a sorceress and a priestess devoted to the divinities of the water and the salt. It is said that at the very heart of the temple lies the eye of Sarg, the Great Sea Serpent, who was tricked by the two mystics into an unfair trade. They used their eye as the source of a ritual that would protect the nearby villages and communities.

Therefore, the tower represented a bastion of hope for the people in the region and their founders were praised and loved as

protectors of the local community. However, that was long ago, and currently the Tower Temple of Moraira is silent, mysterious and abandoned.

People from the region are suffering since trade and merchants are scarce: the tower rises as a dangerous place that has taken the life of more than one unwary crew and the wood of its vessel, with promises of safety and rest.

The Situation

Currently, the tower is empty and has been empty for quite a few years. Stone is covered by moss, foundations are deteriorated and wood is rotting. Below the tower, in the temple, amphibious creatures have taken advantage of the old building and its magics. Using the Eye of Sarg, they made the tower to become a lighthouse, aiming to lure tired sailors, like fishes are lured to a bait.

Moreover, Sarg is around, trying to get back what is rightfully hers. It is wearing the appearance

of a middle-aged woman with long brown hair that reminds of snakes. They can not enter the tower nor the temple, since their founders prepared a banishment ritual explicitly for her. However, as a necromancer, they sent a number of skeletons and zombies to the island over the years.

On the top of the tower, there lives Xaloc, a dire Pelican companion of the founders of the temple. It hates thieves and will attack anyone trying to steal the few shiny trinkets it has collected over these years. [MOVE]

Finally, a goblin pirate ship is anchored near the island. The Goblin Captain has sent a group in search of a group that escaped captivity in their ship. The goblin crew will try to find the runaways and loot the tower temple, knowing that it must contain a collection of interesting and valuable items.

All this is happening on a small island on the ocean near the mainland shore. And the tides are rising.

Lore

[Ritual of the Eye] - Moraira and Althaya set up a ritual that let them deal with pirates in the region. Manipulating currents was one of the main ways of sinking or rendering useless the raiding ships.

It is a two part ritual. One on the tower making use of the Eye, one in the Temple channeling energy towards the top of the tower.

Events

Tower

During the night the Tower Lab is **brightly lit** by Sarg's Eye.

- If entering from a dark place become dazzled for a watch, complicating any visual tasks.

Behavior of undead in the tower is erratic due to the ritual.

- If the Eye of Sarg is retrieved **any undead** (including Johan) become completely **aggressive** to living creatures.

Temple

The temple is found below the Tower and is **susceptible to tides**. However, the amphibious creatures tampering on the ritual altered the local behaviour of tides around the island

- **Tide behavior is random** and depends on the **Meatgrinder** tables

From afar this can look as a small valley or mount created by water, depending on the behavior of the tides outside the region of the island.

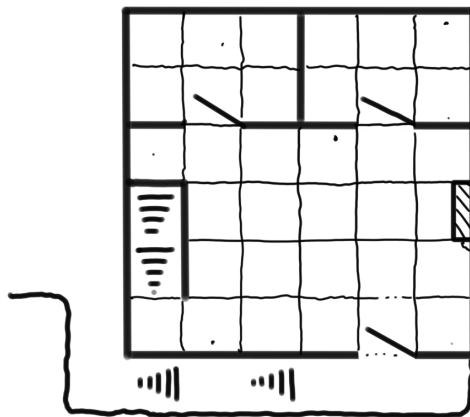
Undead cannot enter the temple unless the altars are **desecrated**.



Rooms

Tower

F1 - Tower Entrance



A **table and four wooden chairs** stand in the middle of the room.

A **hearth on the eastern wall**, with remains of long burnt wood.

- An old and rusty pot is in the middle of the hearth

- If inspected, there is a pair of fine but dirty spoons (5gp each) in the cinders

The western room is a bad smelling **pantry** with a cupboard.

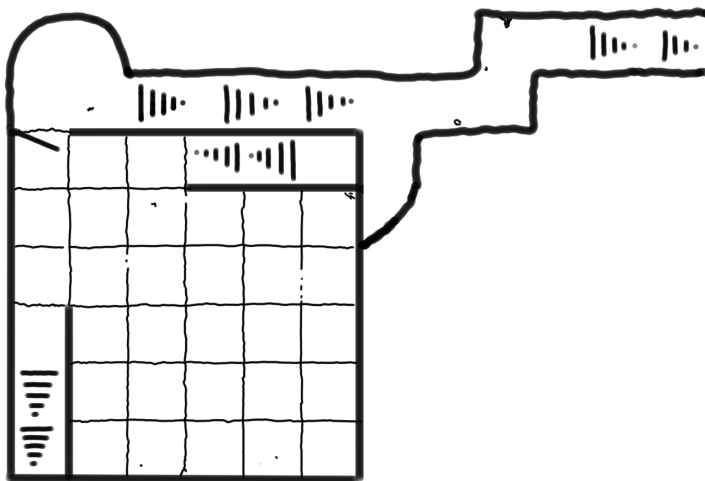
- The only food here is rotten, but there are empty glass bottles and kitchen supplies
 - Perfectly usable dagger in a drawer.

The eastern room has a **bed** and an empty wardrobe

- **Decaying corpse** on the floor, a rusty sabre protruding from its head.
 - It was a zombie sent by Sarg **killed by [Ixtet]**.

On the western wall, **stone stairs ascend** into the next floor.

F2 - Tower Library



Western and Eastern windows.

A door in the northern wall leads to an **external passage** to the [Exterior Bridge]

A bunch of standing **shelves** on the south and north walls.

Some of the **books** are unreadable by now, others are still preserved

- A set of several well maintained books on swordplay, alchemy and rituals which are worth 30gp each.

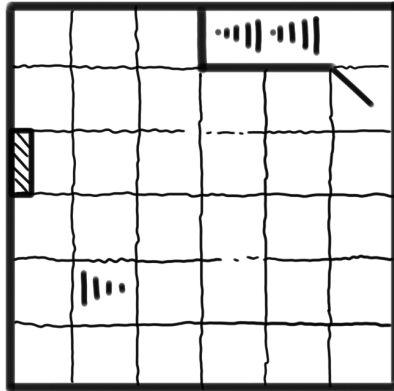
- The notes of Moraira and Althaia are in one of the shelves. A character has a [1-in-3] chance of finding it if searching for interesting books, for every 10 minutes of search.
 - [Detail magic items in their possession]

A **pair of skeletons** on the floor near the northern door, inhibited by magic.

A pair of desks are set near the eastern wall.

- **Johan the Skeleton** is focused on reading “A house of petals and poppies”, a romance novel worth 15gp.
 - He finished a bunch of other books during his time there.
 - He will not notice the PCs unless they are noisy.

F3 - Tower Bedroom



A room with a **hearth** on the western wall.

A **bed** lies close to the northern wall, between the staircase wall and the hearth.

There is a **chest**, with motifs of waves and sea, in the **middle** of the room.

- Around it lie **lockpicking** tools.
- It is **locked under a spell** and it will open with **a prayer** to the divinities of the sea.

There are several contents inside

- A **notebook** on [the magic of the temple]
- A scroll of **dispel**
- [Stone Wand of the Sea] - 1 Kg

On the southern wall there is a **display rack** with a couple of **greatswords**.

A desk with two unused candles and a stack of accounting documents on it.

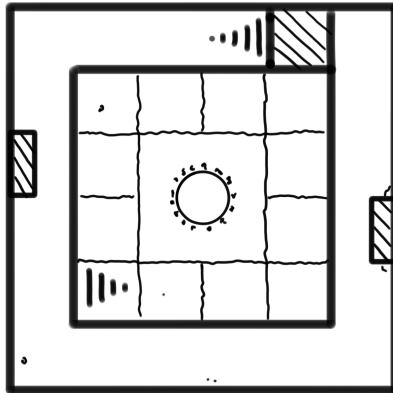
- Located along the eastern wall in front of a window

A **wardrobe** in the corner besides the bed

- **[Ixet the Short]** and **[Ixat the Big]** are found inside if they have not been found anywhere else.



F4 - Tower Lab



A small room with a **multitude of windows** and a pedestal in the middle

- **Glass-encased emerald** [TheEye of Sarg] placed on it and a small ritual circle surrounding
- The Eye is protected and trying to grab it will trigger a magical shock spell [Damage].

Four skeletons around the circle lying on the ground, inhibited by the magic of the tower.

- **Dispelling ritual** without dealing with its counterpart in the temple **can cause** a burst

of energy and make **the tower start collapsing**.

- Complete dispel

Table with a sponge on a plate and a jars with an enchanted boat

- It grows to normal size if in contact with water

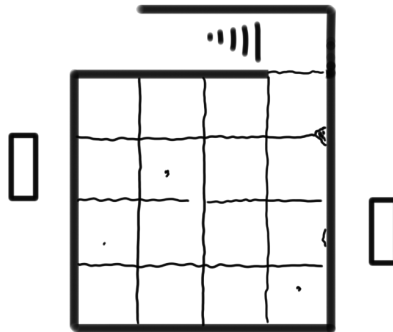
In addition, there is a **desk and a shelf** at the southeast corner of the room

- A **key** in the desk drawer. It opens [chest in Secret Room]
- The **shelf** contains some books on magic and a scroll of [Platonic Building]

A door leads to an outdoor roof space

- **Two chimneys** stand atop of the building reaching upwards, as high as the next floor
- A **ship anchored** at some distance away.

F5 - Tower Roof



Highest vantage point in the tower allows for nearby ship scouting.

The **two chimneys** end up at this height at a close distance from the roof.

- One leads to bedroom
- Other leads to entrance

Dire Pelican nest, made of leaves and branches, along southern wall

- Each watch, [1-in-2] chances of Xaloc, the dire Pelican, **arriving to the nest**

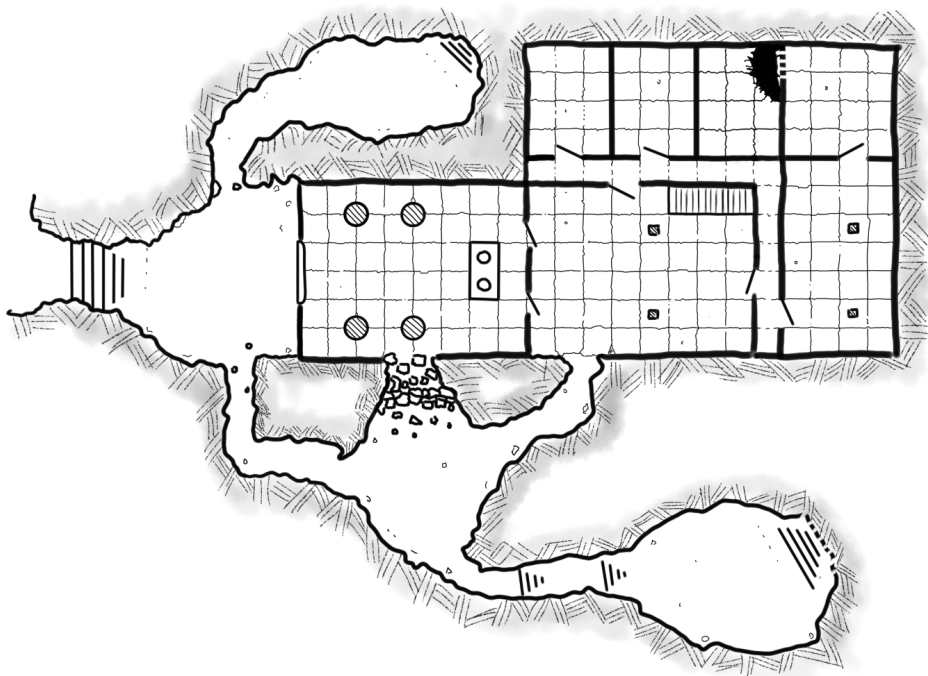
- The nest contains a bunch of **shiny items** strongly entangled in it
 - PCs spend a watch searching for items in there, then roll on the **Xaloc Nest table**.

A **telescope** for astral observations (100gp)

- Can be tuned to look around the isle

A **crimson longbow** and two arrows on a wall

- These are [Far-reach enchanted arrows]
- Half full [Farsight elixir] lies close to it
 - Allows seeing at great distances for 1d6 minutes, but your field of view is reduced.



Temple - Basement 1

Rooms #1 - #11

1 - Cave entrance

Down the stairs a cave opens up

Stalactites hang from the ceiling of the cave

A bunch of rotten wood and old furniture is stacked making a **palisade**

- There are bones and skulls on the outer side of it

Temple gates are closed but **can be opened** by raw strength

- If done, it makes a tremendous noise: **roll twice** on the [Meatgrinder] table. Warden **prioritizes encounters.**

2 - Trapped Cave Room North

The floor is **softer** here

Four shiny gems lie on the ground, separated one by one (20gp each)

- These stand on easily **breakable wooden planks.**
 - Below there is a hole filled with sticky goo which sounds like a fart if anyone falls in it.
 - If characters fell in the trap roll on the [Meatgrinder] table.
- If not found anywhere, **Gadget the Goblin** is in one of the trap holes asking for help to get outside.

Rough stairs leading into *Chapel of Salt and water* and *Collapsed Temple Section*

3 - Temple entrance

Big room with four pillars.

In the far end of the room, an **altar covered** with old linen cloth. Two **huge bowls** on it

- One bowl contains salt.
- The other is a **magic bowl** that purifies water.
- **Below the altar** there are some tools and a book
 - A very big spoon (as Hammer)
 - Sacred book with **prayers**

4 - Collapsed Cave Chamber

Putrid smell and **signs of battle**

- A **trail of blood** goes into *Trapped Room South*
- Some worn **pikes and spears** are on the ground

Collapsed wall and bunch of **rocks block** the way into the *Temple entrance*

- A **goblin is hiding** between some rocks and will try to escape if spotted.

5 - Guarded Room South

Full of stalactites and stalagmites.

Stairs go down to *Small Sea Opening*

- Trail of blood goes down the stairs

Two amphibious creatures with javelins guard the stairs

- They discuss about food and goblins

6 - Stairs Room

A spacious room with two pillars

Broken display cabinets are mostly empty

- One cabinet contains a stone slab with a sacred prayer carving
- If inspected, **metal parts are corroded** and eaten.

A **broken sword** lies on the ground

- Upon inspection: **metal parts** have been dissolved

7 - Guest Room #1

The door to the room is **blocked by a chair**

- **If not found** anywhere, **Llebeig is inside** resting. Else, she left, but kept it blocked.

A **bed, a closet and a chair**. Nothing interesting here.

A **crack in the wall** leads to *Guest Room #2*

8 - Guest Room #2

A bed, a closet and a chair.

Below the bed there is a chest

- Contains 10gp
- A pouch with salt and pepper
- Two candlesticks

Inside the closet there is an **ooze** with a half digested corpse of an amphibious.

- It will **attack whoever opens the door**

9 - Equipment Room

Room full of **equipment, items** and **tools**

- Some **oil flasks** among them

Metal stuff has been mostly **corroded**

Piled chairs in the corner of the room

Four saltpeter oozes roam in the room. One of them is feeding from a **corroded metal statue**.

Boxes in the room contain useful stuff

- 6m (20') of rope and 3m (10') chain (not corroded)
- Two torches

10 - Main Office

A **big desk** in the middle of the room

A **locked** cupboard on the south wall

- The **key was eaten** by the oozes
- A stone-engraving quill
- A [scroll of Reduce weight]

A **shelves** on west wall

- Some uninteresting and **very heavy books**.
- **Behind** it is the **door** to *Secret Room*
 - No keyhole and is slightly blocked, just needs a good push

11 - Secret Room

Right after the door, **the floor collapsed**.

- A careless character may have problems with this

On the other side, in the room there is a **locked cabinet** [key found in Lab]

- 100 gp
- some jewels and gemstones (150 gp)

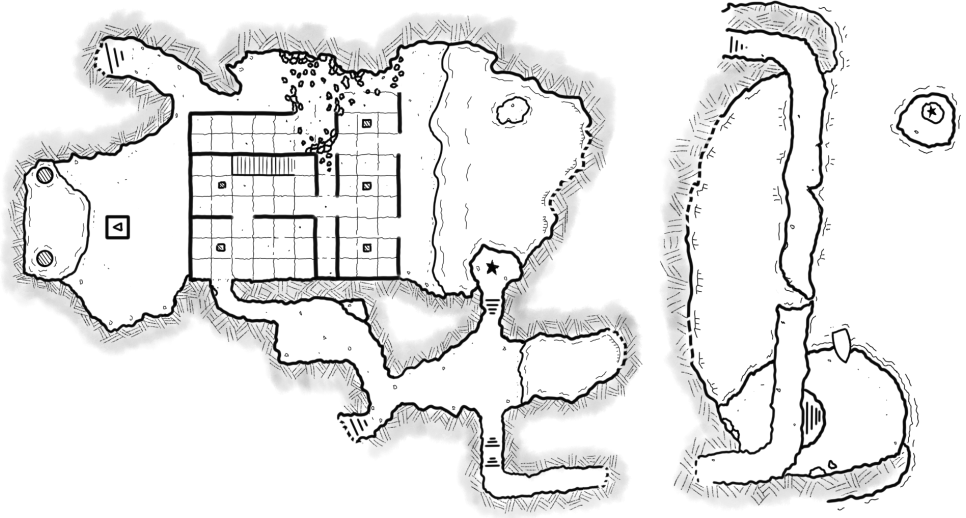
Bloody chair with straps

- Used to interrogate pirates

Desk with several tools and blades (as dagger)

Alchemy lab and a vial with **truth drug**

- Plenty of dried alchemy materials



Temple - Basement 2

Rooms #12 - #20

12 - Chapel of Salt and Water

Cave opening prepared for **sacred rituals**

Large stand with a big **sacred book** and runic engravings on it

Small pool of sea water covers the end of the cave

13 - Collapsed Temple Section

[Trapped section]

- Floor covered with **broken glass**
- Pieces of metal **precariously hanging** from the **ceiling**
 - Knives, tools, kitchen supplies and armor pieces
 - Can fall to the ground or clash making **lot of noise**

Lower parts of western and eastern walls have **large overtures**

- These let the water flow when high tide is present

14 - Basement Stairs Room

Open room without doors

Shelves with some candles

Some grips on the walls to prevent falling when flooded

Lower part of western and eastern walls has **large overtures**

- These let the water flow when high tide is present

15 - Prayer Room

Elevated statues representing gods of salt and water

- These hold **bowls with shiny salt crystals** (10gp)

Lower part of western and eastern walls has **large overtures**

- These let the water flow when high tide is present

16 - Cave Altar

This location is [Elevated], **tides do not affect it.**

A **small campfire** sheds some light to the cave

- Some fish roasted in the fire

Four deep rest in this location, one of them is praying to an altar carved in the stone.

17 - Small Sea Opening

Cave with access to sea, completely dark.

Deepfolk use it as entrance/exit to the temple caverns

- Connects with underwater cavern home of the amphibians.

18 - Ritual Crag

Small elevation with a **ritual circle** on it

- Ritual sends energy and protects the eye.
 - **Tampered by Fisheater** to make the tower act as a lighthouse during the night

19 - Big Sea Opening

Big area where the sea enters the cave. **Light** can be seen from outside

- Connects with exterior sea

A **rocky outcrop emerges** from the water

- dangerous and quite sharp.

4 **Baby Dire Eels** roam these inner waters.

- These are **controlled by the Deepfolk** through the [Eel Voodoo Doll]

20 - Exterior bridge

Exterior area with **large bridge**

A small section of land contains **a boat**

4 **Baby Dire Eels** roam these exterior waters

- These are partially controlled by the Deepfolk

A **Mature Dire Eel** roams waters around the isle

- Waits for instructions from Fisheater

And a bunch of submerged **skeletons are trapped by algae**



Characters And Factions

The Necromancer

Sarg

Johan

Habitants of the tower

Xaloc

Runaways

Ixat the Big

Ixet the Short

Llebeig

Goblin ship crew

Gadget the goblin

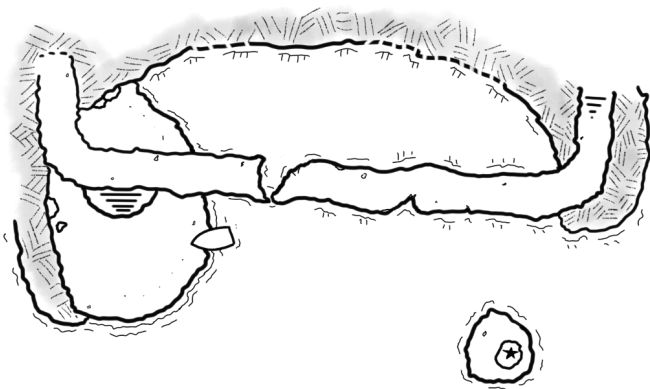
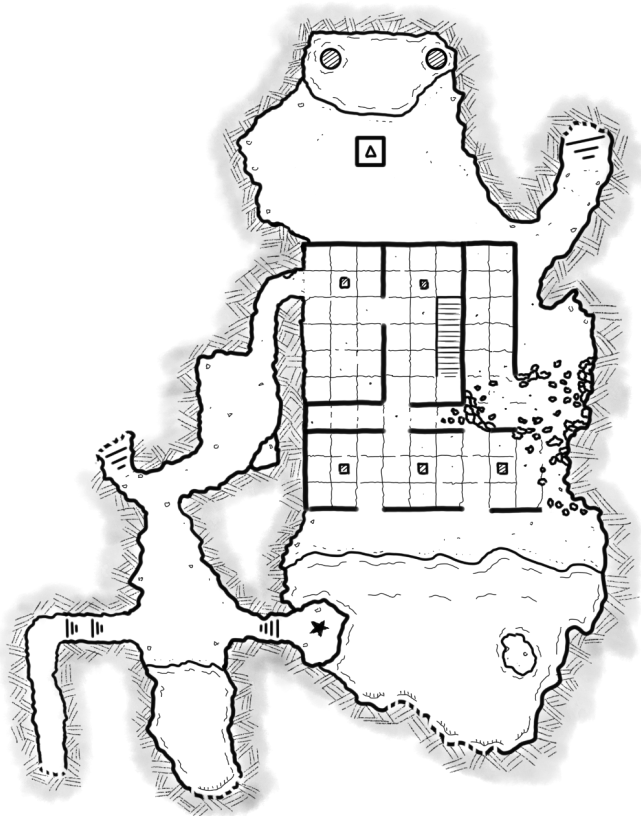
Deep creatures

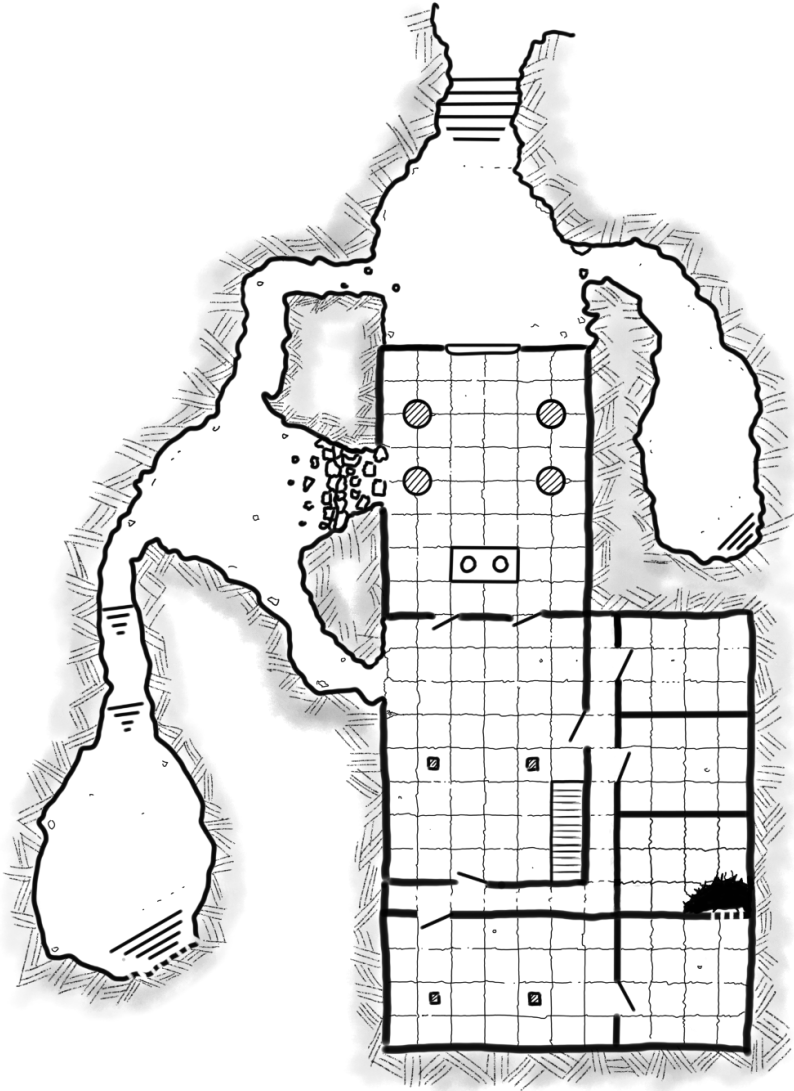
Fishswallower

d20	Tower Meatgrinder Event
1-5	[Torches Gutter]
6	[Curiosity]
7	[Curiosity]
8	[Curiosity]
9	[Curiosity]
10	[Curiosity]
11	[Travel Event] A gust of wind throws whoever is not careful to the ground, if they are outside. [Break a random item in their bag]
12	[Travel Event] A skeleton walks erratically into the room and starts trembling. After a while, it explodes into pieces. [Anyone near mark stressed]
13	[Travel Event] A bunch of gold pieces on the ground smell like rotten fish. Cursed. [Anyone touching them has disfavour on any test until they succeed at one]
14	[Travel Event] Structure poorly maintained. Floor creaks. If not careful floor breaks and character falls one floor down [Hurts]
15	[Travel Event] {Xaloc} peaks from a hole in the wall and tries to steal the first shiny item it sees from the party.
16	[Random Encounter] {Johan} enters the current location running from three oddly moving [Inhibited Skeletons]
17	[Random Encounter] {Gadget the Goblin} is negotiating with {Baixet} before a group of 3 {Goblins} arrive.
18	[Random Encounter] 2 {Goblins} are arguing with 2 {Deep}
19	[Random Encounter]
20	[Random Encounter]

Ideas:

- Tower looks old, almost crumbling but in perfect condition at the same time
 - Tower is held together thanks to the magic of the Eye of Sarg
- When eye ritual is stopped tower may crumble (not completely)





Tab 2

La Torre Templo de Moraira

Introducción

La Torre Templo de Moraira fue fundada por la hechicera Moiraira y su compañera, la clériga Althaia, ambas fieles seguidoras de las divinidades del agua y la sal. Se dice, que en el corazón del templo yace el ojo de Sarg, la Gran Serpiente Marina, engañada por las dos místicas y forzada a realizar un intercambio bastante desfavorable para ella.

La torre se transformó en un símbolo de esperanza para las comunidades de la región, y sus fundadoras fueron ensalzadas como protectoras de la región. Pero eso fue hace mucho tiempo, y actualmente el Templo Torre de Moraira se ha mantenido silente, desatendido y vacío durante muchos años. O eso parece.

Ahora, la región sufre escasez de comercio y mercaderes y la torre se erige como un lugar peligroso que ha tomado la vida de más de una tripulación, usualmente demasiado avariciosa para entender las señales de amenaza que yacen bajo la promesa de seguridad y riqueza que presenta la solitaria torre.

Long Ago...

Moraira and Marenia lived their young lives in the heart of a coastal community. They were siblings, both with incredible magical aptitudes. However, during an attack of vicious pirates, Marenia died and their community was destroyed. After mourning the death of their sister, Moraira decided to travel in search of knowledge and power. She met Althaia long ago, in one of their journeys, and both fell in love. They decided to live on the coast and promised to protect the people of the region from ransacking pirates.

As devoted as they were, they raised a temple on a small island near one of the coastal villages they grew attached to, and a tower on top of it which served as their home. Thus, the building became known as the Tower temple of Moraira.

In the temple, they set up a ritual with the eye of Sarg, cannily taken from the great sea serpent earlier in their lives: no pirate ship will

sail these waters with their flag raised, as the sea will bury it in deep water.

The Situation

Currently, the tower is empty and has been empty for quite a few years. Stone is covered by moss, its foundations are shaking and wood is rotting. But deep below, in the temple part, deep creatures have taken advantage of the old building and its magics.

Moreover, Sarg is around, trying to get back what is rightfully hers. It is wearing the appearance of a middle-aged woman with long brown hair reminiscent of snakes. It cannot enter the tower nor the temple nor will attack human communities, since their founders prepared a banishment ritual explicitly for her. However, as a necromancer she sent a number of skeletons into the place over the years.

Finally, a ship is anchored near the island and has sent a group of people to try to investigate and loot the tower temple, knowing that it must contain a bunch of interesting and valuable items.

All this is happening on a small island on the ocean near the mainland shore. And the tides are rising.