

THE SUNKEN GLORY

These descriptions are to be used in conjunction with the map for *The Sunken Glory*, a dungeon location created in part for the naval theme of my content following the release of the *Ghosts of Saltmarsh*. If you somehow came into possession of these descriptions without the accompanying map, I'd recommend you search for it using this document's title and my name, Venatus Maps.

Site Overview

Before it was 'sunken' the vessel had originally been referred to as *The Striking Glory* and was one of the more prominent trading ships in the surrounding coastal waters. When players discover the ship, it has been sunken for around eight months, the original attack having been dealt by a **Kraken** (MM.197) no less and is now used as a base of operations by a **Kraken Priest** (VGtM.215) that goes by the name of Drusilia. Drusilia seeks to further all aims of the Kraken deity she worships so fervently and delights in being used as a mouthpiece of the Kraken. Drusilia also tends a 'flock' of **Sea Spawn** (VGtM.189) the Kraken has been gradually adding to its small army of enthralled creatures. In this case many of the spawn here were originally crew members of *The Striking Glory*.

During Drusilia's occupation of the Sunken Glory she will generally expend her efforts by either enabling the continual destruction of coastal settlements and/or ships with the help of her Kraken master or make appearances in person along the coast to be used as a mouthpiece for the Kraken's doctrine. As Drusilia continues to make headway in this particular region of waters the Kraken has taken notice of her progress and entrusted her with a magical relic, **The Leviathan's Censer**. The **Leviathan's Censer** contains a small part of the very essence of the Kraken's being and acts as an extension of itself. Drusilia has been instructed to oversee the secretive planting of the censer in an inland body of water not too far from the coast. Once it has laid dormant there for three days it will slowly begin emulating the *Regional Effects* that would otherwise normally be exclusive to the Kraken's lair. Starting with rainfall becoming more frequent and heavy and low threat water creatures coalescing in the area around it, increasing in potency until it mimics the effects of the Kraken's lair exactly, thereby expanding the Kraken's scope of influence.

Area 1: Main Deck

As players discover the location of the Sunken Glory the main deck will likely be the first portion of it they explore. The destruction of the ship is immediately evident due to the massive chasm in the middle of the ship from where it was broken by the kraken's tentacle. The masts of the ship are all splintered, with the largest one a short way off from the ship on the ocean floor. Blood stains are smeared across the deck

here, clear evidence of struggle between the ship's crew and the foes the kraken sent against them.

Depending on the tone and/or level of difficulty you're looking to set before your players this area could be hauntingly deserted, guarded by a retinue of **Sea Spawn**, or Drusilia herself could have already been alerted to the players' approach and/or meeting with other acolytes of the kraken to discuss her plans with the censer.

Area 2: Splintered Mast

A part of the splintered main mast of the ship lays on the ocean floor a short way from the main body of the ship. The shadow of the mast and its eroding sail can provide decent cover for a player scouting the ship ahead of their party and if the area beneath the sail is investigated they will find the discarded corpse of one of the ship's crew members. The body of the ship's quartermaster, a dwarf named Whurbin, was cast here as the ship sank and was left undiscovered and therefore escaped being transformed into a **Sea Spawn**. If a party member were to cast *Speak with Dead* on Whurbin's corpse he would be able to retell the events leading up to the ship's sinking, including the arrival of the Kraken's minions and the appearance of a massive tentacle crushing the ship.

Area 3: Lower Deck

The visual evidence of combat and decay above are far more pronounced below deck. Whether players enter this area by simply swimming into it or through the hallway in Area 4 they will see it covered in debris; a broken capstan, beds and wooden furniture torn and strewn about, blood staining the floor here in deep, carved marks. A couple of **Sea Spawn** may be wandering through this area at your discretion, but is otherwise generally unguarded.

Area 4: Lower Deck Hallway

The floor of this hallway is similarly covered in broken debris from the tables that were once at either end of the hall. A door to Area 3 remains on the southern end of the hallway, while the door on the northern end has been busted through, simply leaving a gap in the wall. The door directly in front of the foot of the stairs leads to Area 8, but has a mass of strange glowing tentacles growing over the surface of the door. Upon closer inspection it is clear these tentacles are very slowly writhing upon the door. These tentacles emanate from the censer in Area 8 and effectively lock the door. Players can either rip the door open with pure force (DC20 Strength check) or cut away at the tentacles, but any option that involves tampering with the tentacles will psychically alert Drusilia as long as she is aboard the ship.

Area 5: Galley

What was previously the 'kitchen' of the ship has now been destroyed; cabinets, tables, and storage units are strewn about. Any ingredients have long since eroded away, but a brief investigation will yield some mundane cooking utensils. The door to this chamber from Area 4 is unlocked, as is the door inside here leading to Area 6. When players enter here there is a 50% chance they encounter 1d3 **Sea Spawn**.

Area 6: Storage Cabin

In a similarly destroyed condition as Area 5, when players enter this room they will encounter 2 **Sea Spawn** acting as guards to the door leading to Area 7. They are slumped against the wall and seem to be in an almost intoxicated state from being in Area 7, giving them a -3 penalty to their initiative roll. Investigation of the debris in here yields a few sealed tankards of ale, 20 pitons, 2 50ft lengths of frayed rope (which will break if used to support more than 100lbs of weight), and 22 silver pieces.

Area 7: Sea Spawn Chamber

This is the main dwelling chamber of the **Sea Spawn** when they are not being used to guard, patrol, or otherwise terrorize on behalf of Drusilia. Whatever was in this chamber previously has been cleared away as it is now filled with rocks found on the ocean floor. These rocks are covered in a strange, glowing algae which appears to enthrall the spawn, keeping them sustained despite their lack of need for food. As players enter they will find a group of 6 spawn sitting and facing a standing 7th that appears to have tentacles for both of its arms. Though the spawn cannot speak, the tentacled one is gesturing oddly with its 'arms' as though communicating with them. The **Sea Spawn** are territorially enraged by the players' entrance to this room and immediately attack them with a ferocity that would starkly contrast with their otherwise lethargic demeanor in other areas of the boat.

There is no treasure to be plundered here, but rocks that are removed with the algae still on it will continue to glow once they've left the room for 2d6 hours, casting a dim light for 15 feet.

Area 8: The Leviathan's Censer

If players have cleared out the rest of the ship before entering this area, I would have Drusilia (**Kraken Priest** VGtM.215) here basking in the glow of the censer. She continues to be awed by it and treats it as a holy relic. She will be strangely calm when players enter due to the censer's effects on her, but will immediately condemn them to death nonetheless for entering this 'holy sanctum'.

If players have managed to sneak in here or otherwise forced entryway before exploring other areas of the ship I might consider having this telepathically alert Drusilia and let players encounter the censer first hand. Drusilia will show up 1d3 rounds later with an appropriate number of **Sea Spawn** depending on how many of them the players have already killed.