

Crimson Tide Tower

Everybody has heard of the Crimson Tide Tower. It's that old lighthouse, refurbished some time ago as a keep, six nautical miles due west of Port Whatnot. Nobody makes landfall there anymore, the place is haunted and there's naught of value there, you see.

'Cept one day, an old ledger falls into the hands of our greedy adventurers. The ledger clearly states that old Admiral Clapper never did return to his king with the spoils from his greatest naval victory. Which means he probably retired, along with that treasure. Which in turn points to Crimson Tide Tower, his place of retirement. Maybe going out there isn't such a bad idea after all? How hard can it be, dodging a dusty, old ghost and grabbing its loot?

So the would-be looters sail out there. Wade ashore and poke around in the musty quarters and moist caves of old Admiral Clapper. Everything is going smoothly, until they enter the room with the pool (1). A terribly beautiful couple is sitting all naked be the pool, making out. Hotly.

Everyone on the island - even those not present in the room - get a sudden urge to join the couple. Make two difficult saves vs charm magic.

TWO FAILS: Join the couple in their lovemaking.
ONE FAIL: Resist to join, but must watch in spellbound fascination.
NO FAILS: Act normally.

The couple will eagerly accept anyone who wants in. This is a succubus and incubus, and the passion of others is what they feed on. They will bestow an hour of delicious pleasure upon anyone who joined in, while draining the life force out of them. Not the worst way to go, but still. Dead is dead.

Once done feeding, the demons will turn on any onlookers. They are deeply offended by anyone who turned them down, but will feel better once they've torn them to bits. Jerkeyed flesh of a scouser is quite the popular snack in certain parts of the Netherworld.

Hidden around in the complex are some log books (2), notes (3) and letters (4) which, read togheter, exposes the last days of Admiral Clappers life:

Background

Homebound, after his latest naval conquest, his flagship got separated from the rest of the fleet while drifting in fog. His ship was the set upon by a succubus and incubus (in the shape of sirens) which feasted upon the whole of his crew and enslaved the poor Admiral. They persuaded him to claim the spoils of victory for himself and live the rest of his life in pleasure on this very island.

Years later, during a particularly passionate orgy, the demons lost control and stole too much of the Admirals life force. Since then, he's been a miserable ghost. He is full of shame at his inability to resist demonic charm. And full of regret that he stole the treasure. To set his soul to rest, the demons must be killed and the treasure must be delivered to the its rightful owner, the current monarch of Port Whatnot.



So there we have it. Will the adventurers end up as demon fodder? Will they grab the treasure and keep it for themselves, forever damning the Admiral Clapper to his ghostly existense? Or will they do The Right Thing? If Clapper is relieved from his ghostly existence, he'll certainly divulge the location of the place where he stowed away his personal weapons, armor and gear (5)!



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