

INN 2F



HUNTERS' LODGE

NINA'S INN

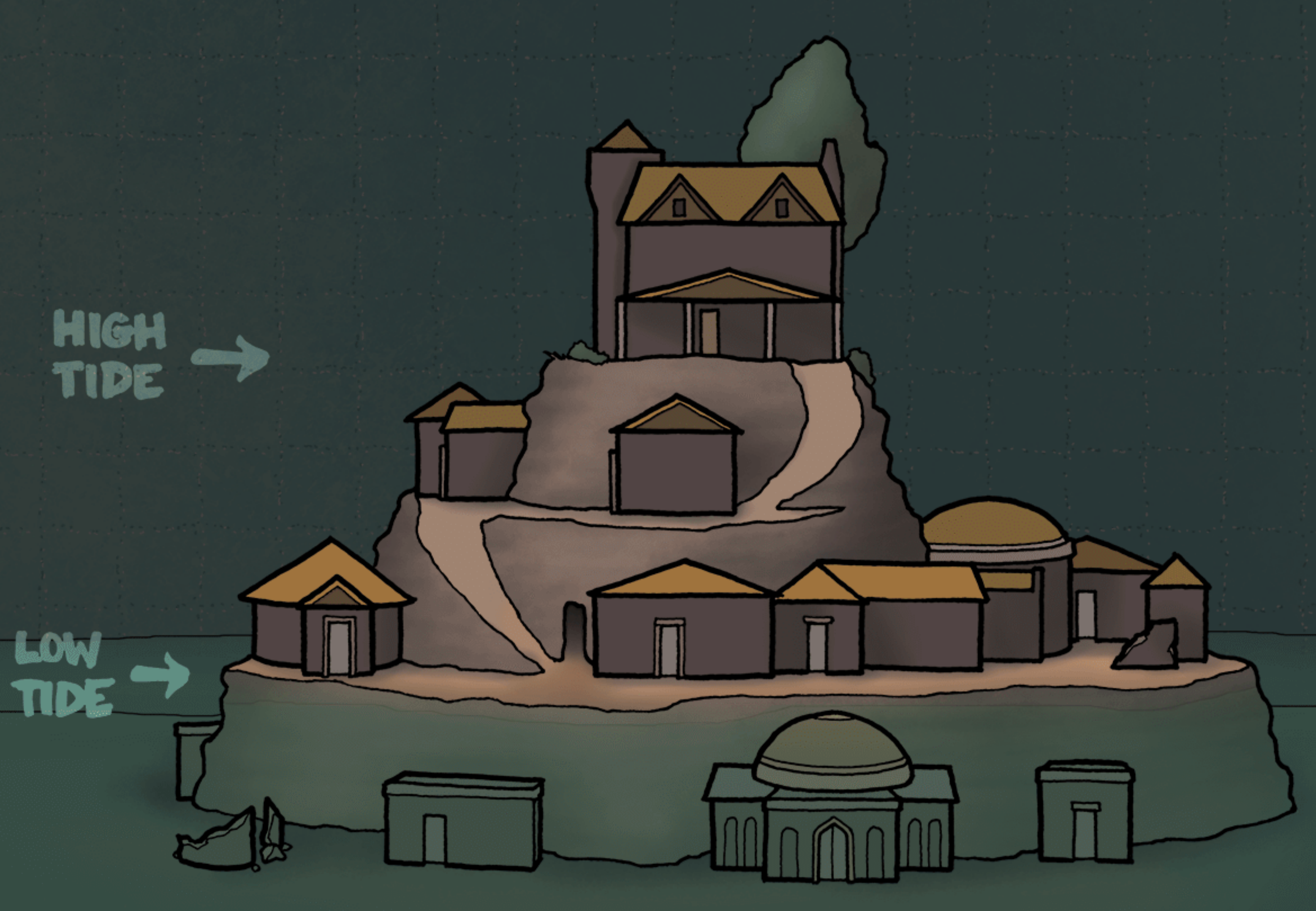
CRAFTSMEN'S WORKSHOP

MARKET

TEMPLE

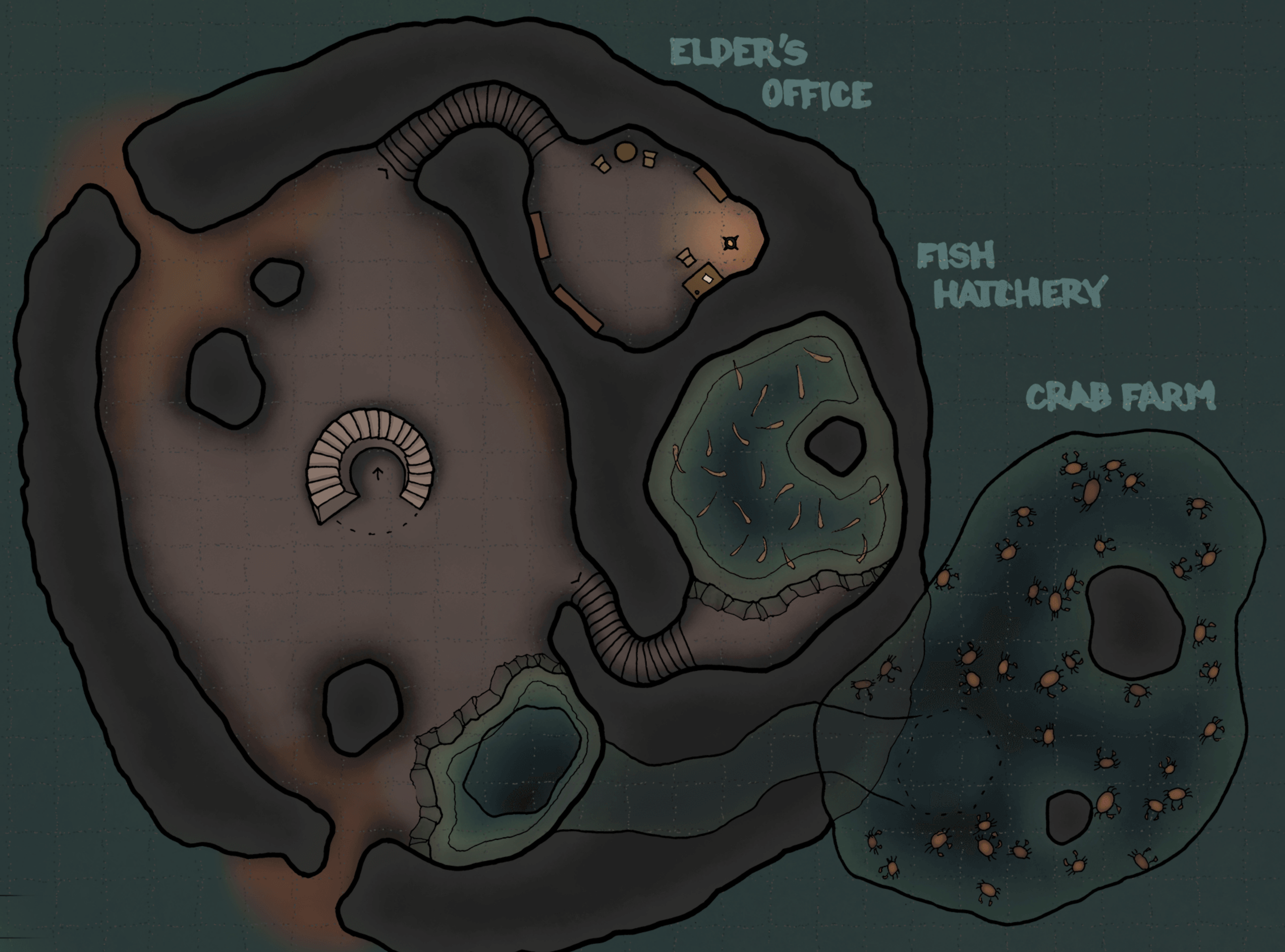
TO UNDERGROUND

TO UNDERGROUND



HIGH TIDE

LOW TIDE

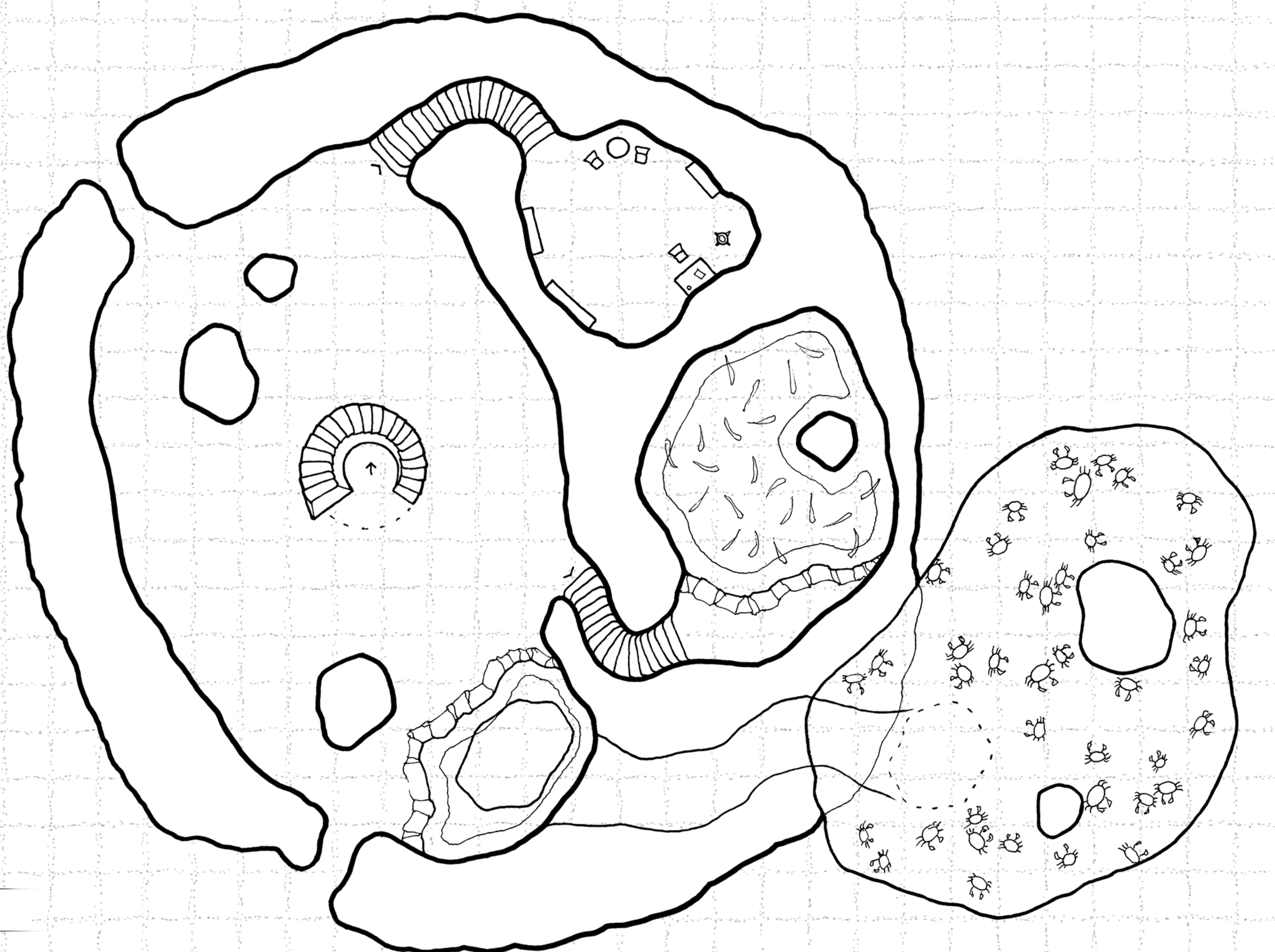
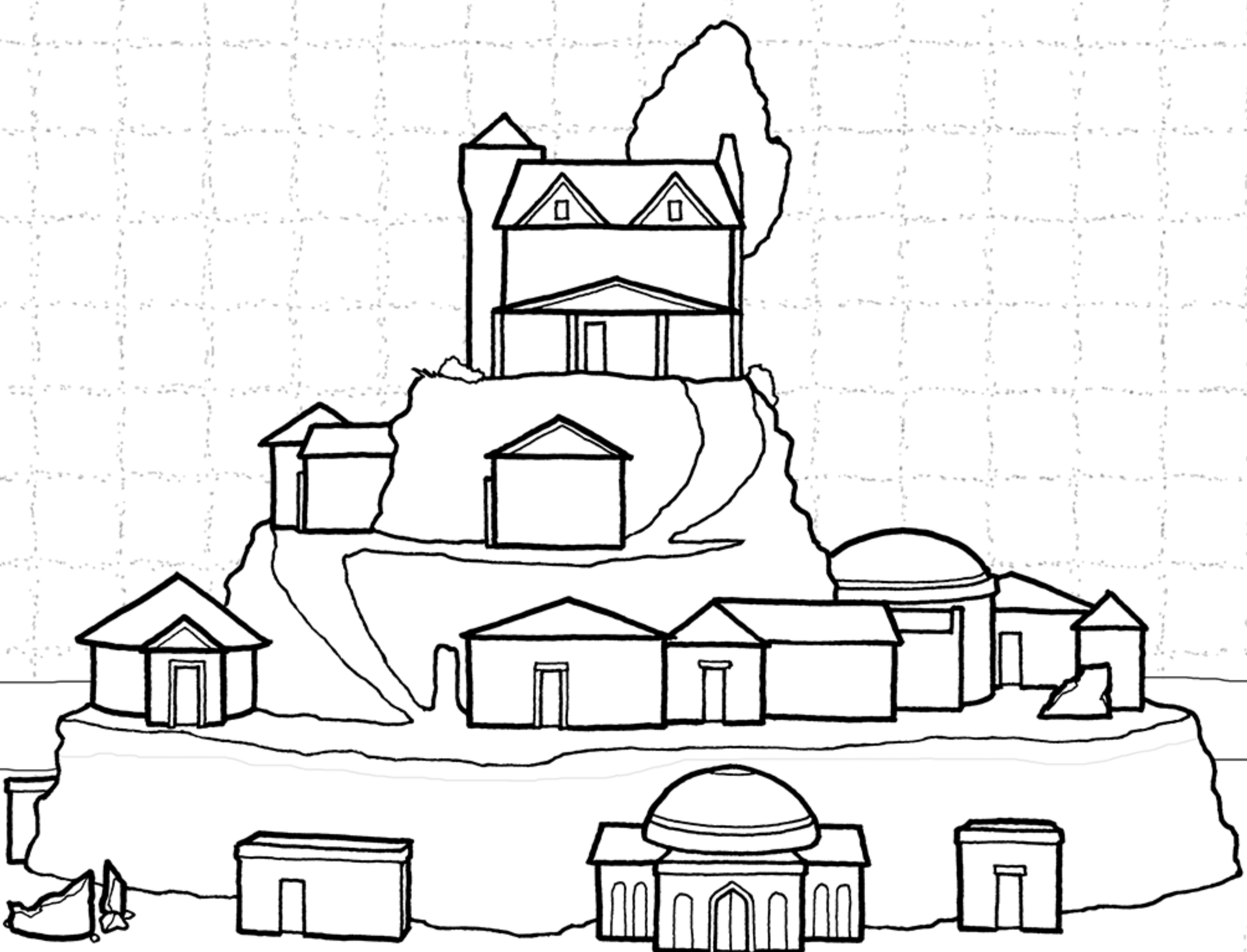
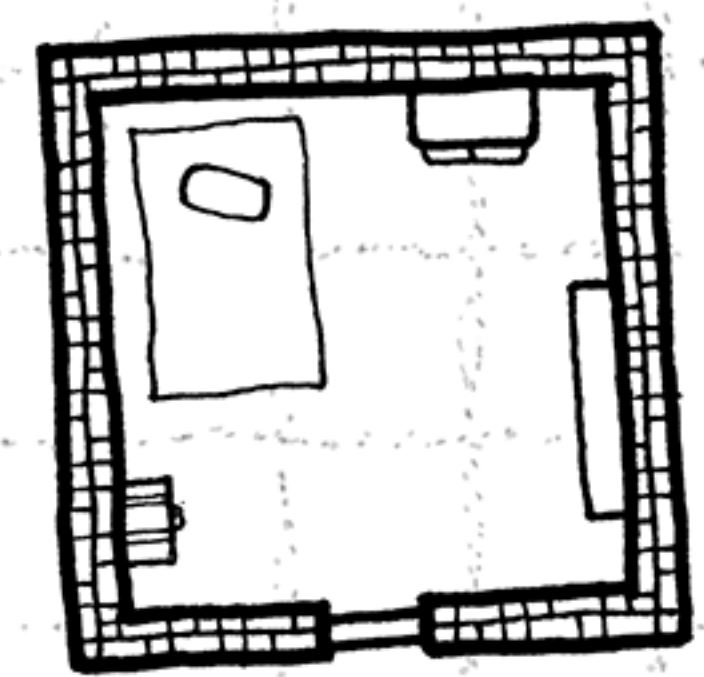
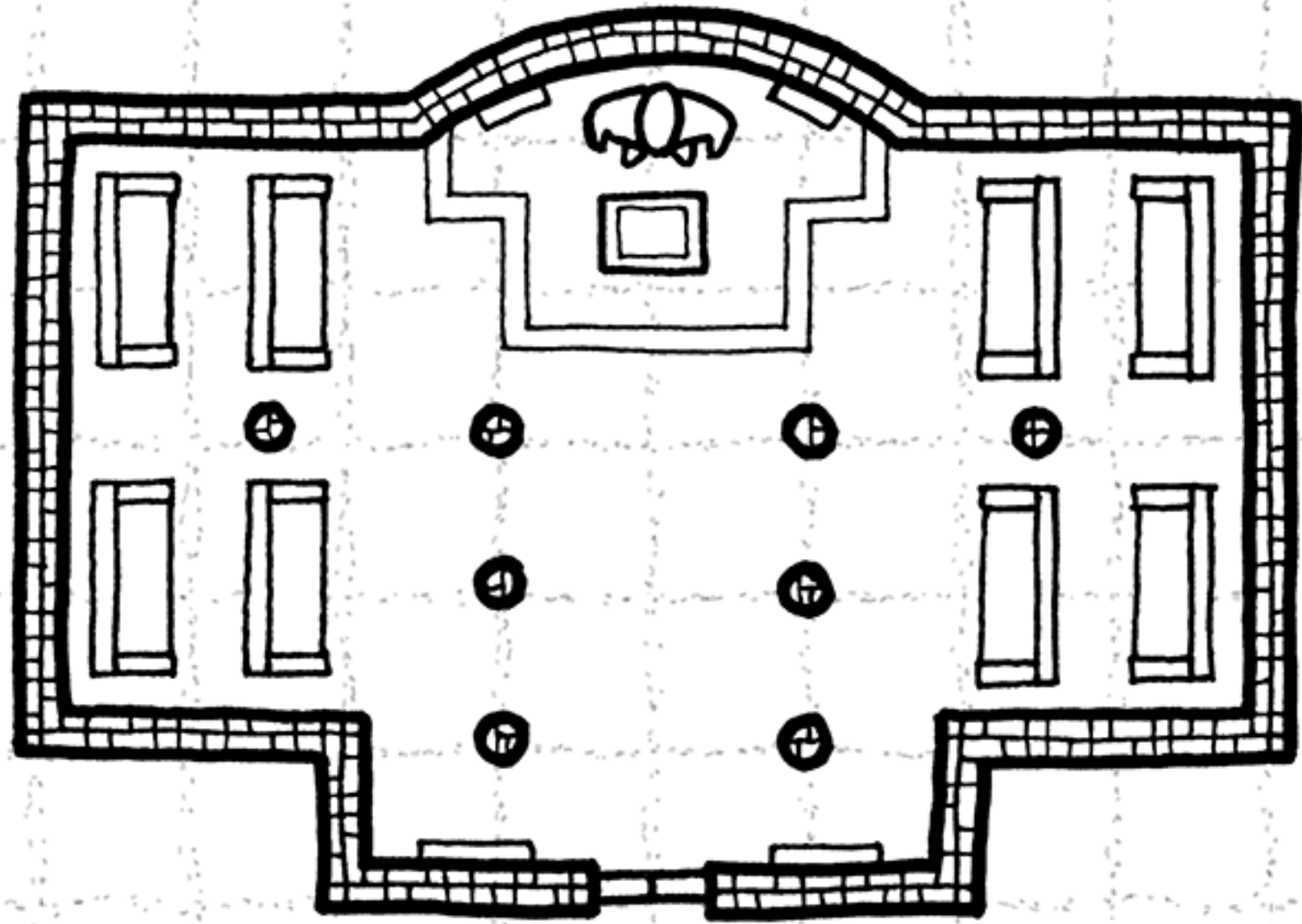
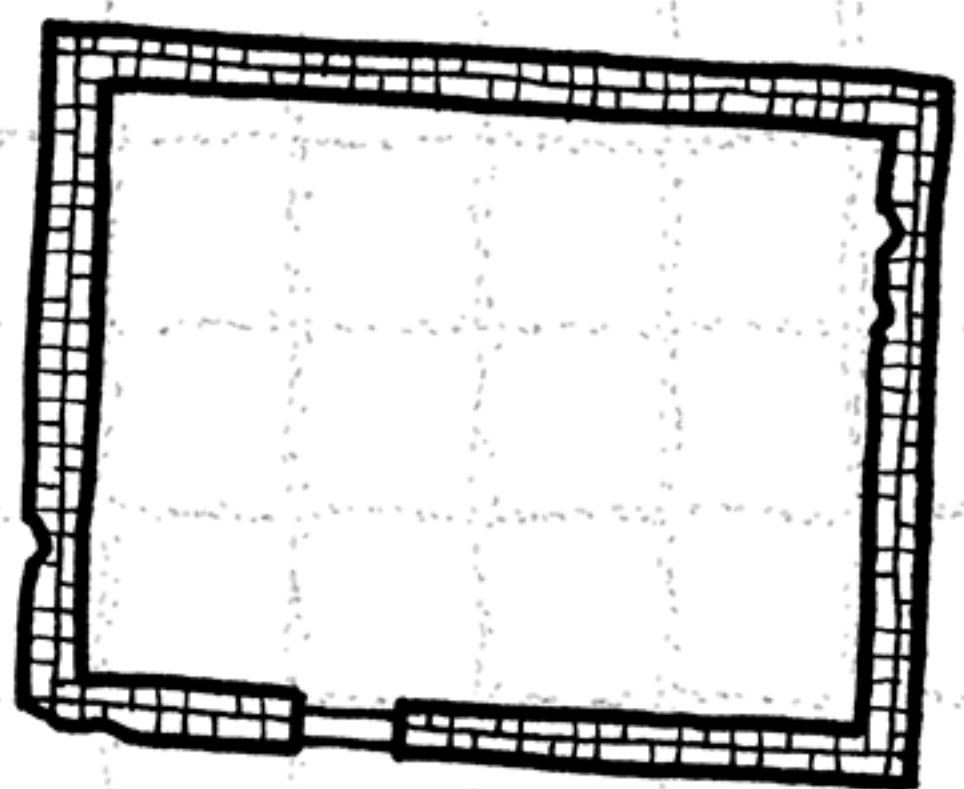
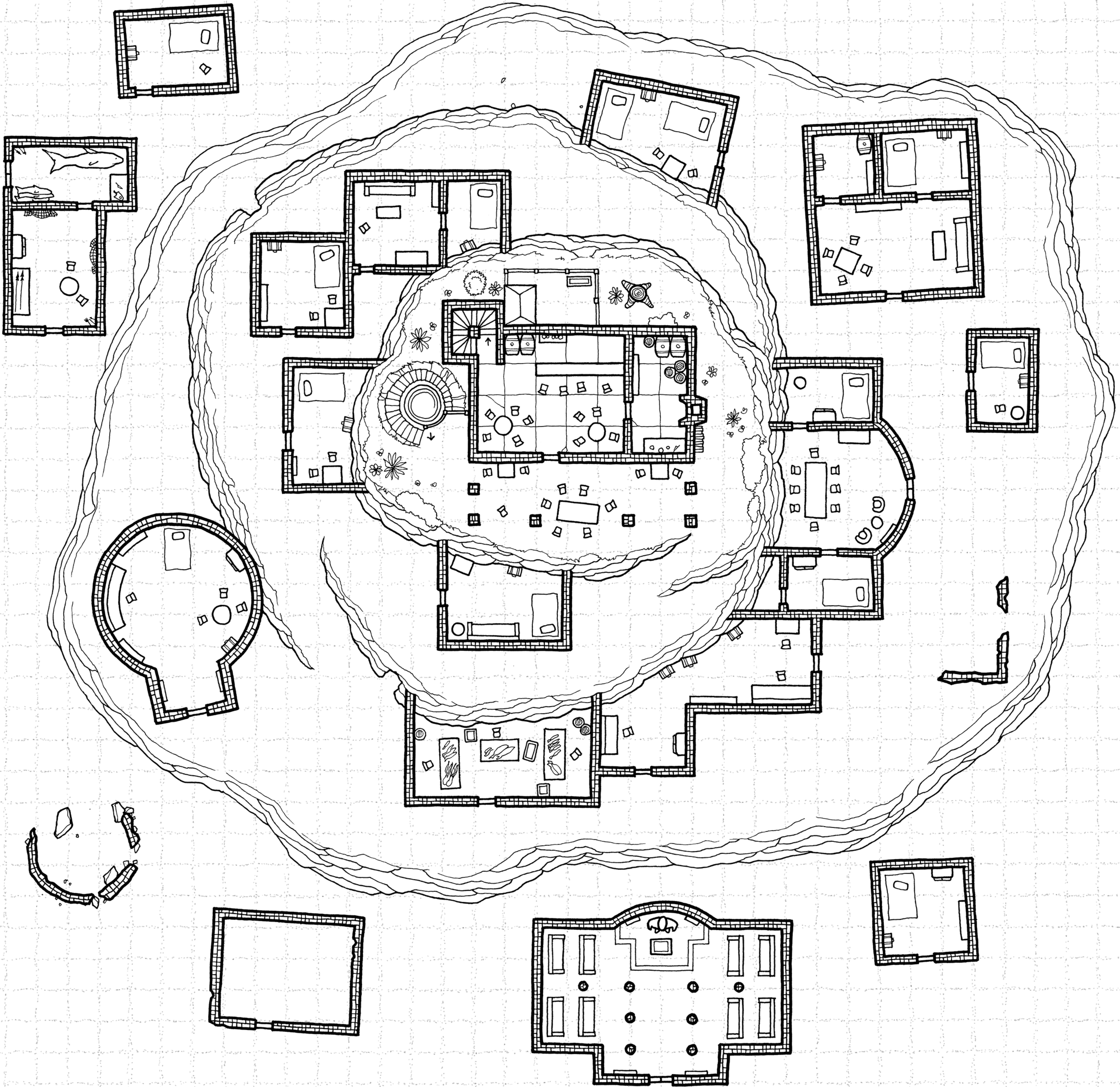
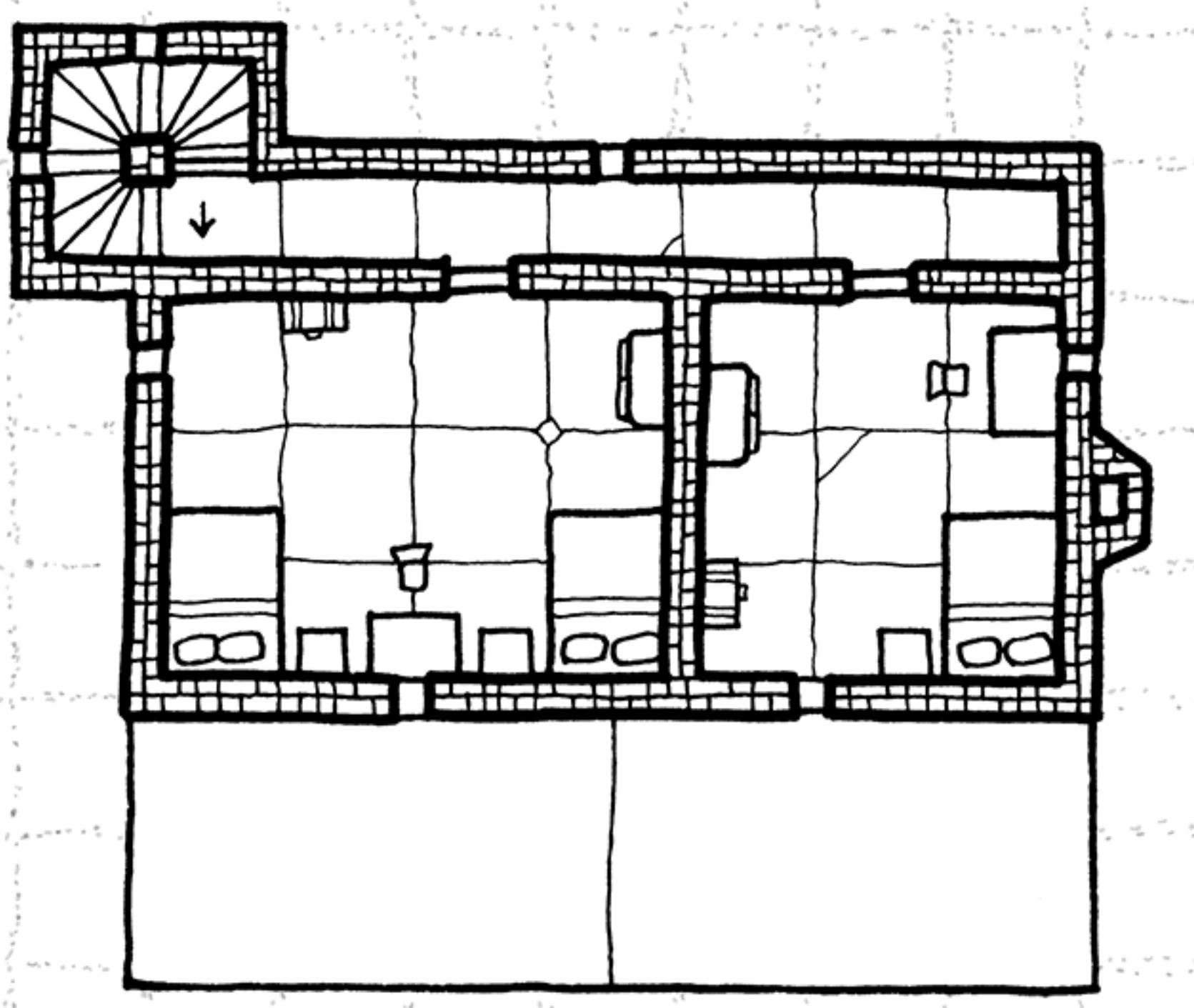


ELDER'S OFFICE

FISH HATCHERY

CRAB FARM

UNDERGROUND



DROWNING HILL

ABOUT

- Drowning Hill is a small village populated by an amphibious species. The tides here raise the water level by about 30' (10m), submerging almost all of the buildings at high tide. The inn at the top is the only building permanently above the sea.
- Caverns inside the island can be entered by two side tunnels, as well as a long spiral staircase next to the inn. A wide tunnel in the middle of the staircase allows the village's amphibious residents to swim through this vertical passage when the tide is high.
- In the caverns, the elder's office and fish hatchery do not flood during high tides. Since they are higher in elevation than the large main cavern and have only a single entrance, a bubble of air stays trapped inside, keeping the water out.
- The crab farm is located below the rest of the caverns and is always filled with water. It can be entered by swimming down a submerged tunnel in the main cavern.
- This village was not designed for a specific species. The widely varying lifestyles of amphibious races make it a better fit for some than for others, but here are some thoughts:
 - The races best fitting this village are probably sea elves, half-sea elves, locathah, tritons, kuo-toa, sahuagin and marel.
 - Aquatic shapeshifters would fit just as well. These include: weredolphins, werecrocodiles, weresharks, swanmays and selkies.
 - This could also be a storm giant settlement, with each tier representing 20' instead of 5'.
 - This could be a turtle settlement. Although turtles generally don't live indoors, this could be explained as a cultural difference.
 - This is a bit more high-class than most bullywug villages, but it could have been built by another species and taken over by a bullywug tribe.

- Arguably, the most fitting occupants would be an aboleth and its thralls. This is an aboleth paradise. The master lives in the crab farm below ground and the thralls go about their day above, putting on fake smiles and trying not to talk about their trout god in front of outsiders. What are you doing? Get away from that cave.

NOTES

- Each "tier" of the village is about 15' (5m) above the one below.
- The furniture in most of the village is stone, due to the constant tidal flooding. The only wooden furnishings are found in the inn and the elder's office, which do not flood.
- The market probably sells fish and various crafts. There might be more on offer if this settlement is frequented by traders.
- Nina, who runs the local inn, is a very lovely person, who is happy to pour her guests another drink. She would never worship a giant, psychic anchovy. Well, she probably wouldn't. Okay, it's 50-50.

