

THE FOLIO

Part Five
of
The Roslof Campaign

ROS5 Deep Dive in
the Flooded Halls!

New Monster:
Wizard

Gazetteer NR5
Underwater
Dungeoneering!

Dungeon Expansion
Levels 8-10
in both 1E & 5E format!



ART
of the
genre

JEFF
-DEE-



S	SECRET DOOR
C	HIDDEN DOOR
T	TRAP

Roslof Keep Gazetteer

NR5 Daern Kelton by Scott Taylor & Mark Timm



INTRODUCTION

Your Sandbox

Whenever I design a campaign I always attempt to not only tell a unique story, but also to find a way to bring unforeseen challenges to my players. Certainly the initial stages of the Roslof Keep Campaign had wrinkles that many players hadn't experienced before, such as a competition dungeon, the Violet Corruption outbreak, and enemies becoming allies, but in Folio #5 I was faced with bringing yet another unexpected hurdle in the same dungeon, and that can be problematic.

To accomplish this, and to utilize many rarely encountered monsters I loved reading about in various monster books, I decided that flooding the dungeon was the way to go. This provided me the opportunity to not only throw interesting creatures at the party, but also press them to reorganize the way they fight, and also solve the problems inherent with fighting in the utter darkness of a fully submerged dungeon.

I hope that in utilizing this module, you as the DM will have as much fun testing your players as I did over the years. I also suggest that you delve deeply into the mechanics of underwater combat, and encourage you to add your own flavor to the base rules you'll find in whatever edition you choose to run in.

As always, this is your own sandbox, so feel free to customize this dungeon, perhaps having 'safe' rooms that are in pockets of air or providing extra magical items that will help players survive in an extended crawl in the depths.

In the end, I hope everyone enjoys this new twist, and remember, you are now on the downward slide to the epic conclusion of this campaign!

Best,
Scott Taylor

CAMPAIGN BACKGROUND ON

Dealing With Water!

Well, obviously the party will be ill equipped to deal with a submerged adventure other than the items that they should have recovered from The Folio #4 (unless of course they sold the items!). Still, I doubt anything can truly prepare the land-dwelling adventurers for the murky depths that they will encounter in Folio #5. First and foremost, I suggest you make sure they get a true ‘feel’ for the environment. Mention fish darting in and out of whatever light source they have. Tell tales of bits of pale flesh, rotted and waterlogged fungus, and a ‘haze’ of debris that constantly gets in the characters’ eyes as they move through the dungeon. They should be cold no matter what kind of water breathing they have, and fingers will grow numb as well as noses and ears. This is absolutely not an environment that they should want to stay in for long, and camping and resting is nearly impossible. Challenge them to discover ways to thwart the above, and certainly dimensional spells that stay within the dungeon might become life savers (perhaps shelter spells or pocket fortresses could be used to extend delves).

In essence, this should probably be the creepiest part of the entire campaign, and the most miserable. I challenge each DM to keep reminding players of their characters’ misery, and also limit table talk to a bare minimum because if no communication between characters can be had through the water, the table should reflect that. This will add to the eerie quality of this part of the dungeon (and playing a creepy water soundtrack always helps too!), and put the effect of

what the characters are going through directly on their players’ heads. Silent tables, and creepy voices and descriptions by the DM, can raise gooseflesh on players under proper circumstances.

By the end of this floor, ALL players should be jumping for joy that they don’t have to come back to Level 5 for any extended periods of time. As for the actual game mechanics of submersion, check out the Dungeon Master Notes section.

A last note, you will not find a great amount of treasure in this dungeon. As the players should have gained a great deal of magical equipment, and some wealth from the above levels, I have limited the treasure here. The players’ ‘reward’ should be in the completion of this level, and the experience gained. It will also help to thin their pockets of treasure a bit, and make the need to complete the campaign even more desperate.

Adventure Synopsis

The onus of this adventure will be in the clearing of Level 5, but unlike other levels in this dungeon, the party will be facing full submersion to do so. This is a straight forward crawl otherwise, with no unforeseen twists and turns other than the ‘Down Shaft’ which might complicate the clearing of the level a bit more than usual. In all likelihood, there will be little to no interaction with Roslof Keep in this module unless a supply run is needed (or several!), and at this point the party will be pretty much on their own.



Dungeon Master's Notes & Suggestions on Running the Dungeon

1. The Down Shaft:

Room 17 is actually a massive pit, but in a submerged dungeon it creates a multi-level down shaft that is 70 feet deep. Inside this shaft there are four distinct 'levels' that are defined by depth and occupied by different foes. Unless all foes are defeated in the shaft, including the Kraken at the bottom, dungeon Level 5 will not be considered clear for the purposes of going to Level 6.

2. Traps:

There are two fire traps located in rooms in this dungeon, however, they do not function as fire but instead create a massive bubbling mass of superheated water and steam like an underwater volcanic vent. Ouch!

3. House Aldenmeir:

By this point, House Aldenmeir is probably taking a back seat to the overall arc of the campaign, but in some cases this might not be the case. If the Ivory Scimitar now contains either the Lord or Lady from the House, then obviously the House should be more important to the overall story. If not, Lord Aldenmeir can still be relied on to work with other House leaders if needed to push plot points forward or even acquire crucial resources to take on the depths.

4. Maintaining Alliances:

Whatever alliances the players have managed through the first four volumes of The Folio series

must continue to be maintained in Folio #5. As the DM, you should know that something is coming down the pike in Folio #6 that will require some kind of cooperation between the companies (or an epic fight!), so be sure to continue to foster communication between the players and the NPCs they've gotten to know from the other companies.

5. Leaving the Sunken Labyrinth:

This is a very difficult crawl which is only exacerbated by the water involved. For this reason, it seems more than likely that the party will need to leave the dungeon more than a few times, which becomes problematic considering the only way into Level 5 is through the Wildlands, days away from Roslof Keep proper. It is my suggestion that once the party realizes what they face, they will stock up on a cache of goods that can be stored in the Wildlands dungeon as a fallback point. In this fashion, they can have a place to regroup, heal, and rest before facing the freezing dark of Level 5 once again.

6. Spells and their use:

Spell use for underwater campaigns in 1E can be found on Page 56 & 57 of the dungeon master's book (I suggest mimicking this in 5E if you have that book as 5E does not provide such a list in their dungeon master's book).

7. Combat:

Again, in 1E this is explained on Page 56 & 57, but in essence ALL crushing and cleaving weapons have no effect underwater, and only stabbing weapons are of any use (daggers, spears, stabbing swords, etc). In 5E, underwater combat rules for advantage and disadvantage can be found on Page 198 of the player's book.

8. Suggested Effects of Submersion:

Cold Fingers:

Numbness causing -1 to all attack rolls.

No Communication:

Only hand gestures are allowed.

Spells with verbal components:

Not allowed.

Floating Debris:

Sometimes painfully disrupts the character's vision for -1 to all attack rolls.

Overall Story Arcs and Threads

The party must defeat Level 5 to pass on; in this scenario, the Infernal Machine has enjoyed populating the dungeon with all manner of aquatic creatures. The party will be hard pressed to do damage once submerged, and exploration is further complicated by the cold and dark of the flooding.



The Infernal Machine

It would be difficult to say if the Infernal Machine was getting 'nervous' by this point as other Mithel Companies have certainly made it to Level 5, but it might be an interesting twist to have the machine do something unorthodox concerning the party, as though flooding a dungeon level isn't unorthodox enough! However, this is up to the DM's discretion and imagination. I promise, the dungeon is already pretty difficult, so I'd suggest an added wrinkle might be something more humorous than deadly.

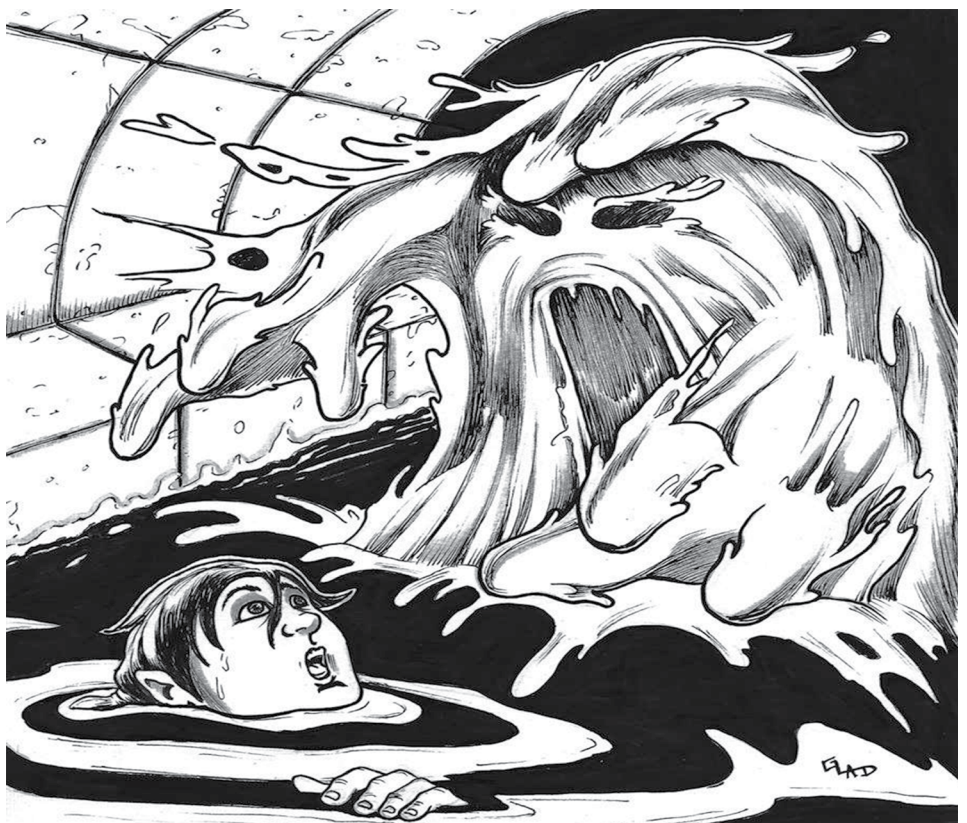
There are no secret plans, attacks, or agendas on the slate by the Infernal Machine in this module, and I would suggest it be kept that way. This dungeon will be hard enough to defeat without adding insult to injury, so to speak.

Art of this Issue

Having been a huge fan of artist Jeff Dee since my tweens, I have to say it is a great thrill to have one of his original works on the cover of Folio #5. I'd been after Jeff to do work for me for some time when I finally began production on my first novel *The Cursed Legion* (who I think only Erik Garland actually read!) back in the mid-2000s. We managed to get some interiors for that novel, as well as a cover done before Jeff broke his arm and was out of the game for a bit. As things go sometimes with publishing, Jeff's cover was replaced on the final draft with an Easley (oddly familiar considering what happened at TSR in 1982) and yet the rights and original from Jeff Dee remained with me. That was in 2006, but I promised myself I would continue to work in this industry long enough to find a place for it. Well, it took nine years but here it is, and I think it was the perfect time and place for it. Note, if anyone here has read *The Cursed Legion* (other than Erik), you might recognize the scene from which this cover was taken.

Interior art is always in flux here at AotG, especially considering the pace at which we put these products out.

This time around I've gone with artist Chet Minton as our 'color' guy, his work appearing on both interior booklet covers as well as the back cover inset painting. Artist Michael Wilson returns to draft our iconic character series with our group Halfling, Ealander Thornthistle, and the various b/w interiors have been done as always by Brian 'Glad' Thomas who continues to capture the humor and spirit with which these modules should be taken. An added Jim Holloway piece helps depict the flavor of the Wildlands that the characters still have to contend with.



Developmental Notes

Like Gandalf or any of the Istari, Wizards are meant to be NPC characters. In game terms I determined that they were far too powerful to normally be left in the hands of players, and instead removed themselves from the world for the most part. However, I still needed to have magic, so I created 'Tome-Mages'. This is a class instead of a race, and allows other races to have practitioners of magic much like the standard magic-user class in 1E. Tome-Mages need books, formula, gestures, and components to channel magical energy into spells, Wizards do not.

New Monster

Wizard

Lawful Neutral

Armor Class: 5

HD: 10

Hit Points: 60

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-4

Special Attacks: Afterglow Manipulation

Special Defenses: Afterglow Manipulation

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

**Wizard: [AC 15, Speed 30 ft, HD 10+20,
HP: 80, Attack: 1, Hit +6, Damage 3
(1D4+1), Afterglow Manipulation]**

Afterglow Manipulation: A Wizard's primary ability is the power to manipulate magical energy called Afterglow. Think of Afterglow as raw power, and the Wizard can shape it in 1 of 3 ways: Offense, Defense, and Healing. A Wizard is allowed 10d6 of Afterglow energy (afterward referred to as a AEU) per HD, thus a 10 HD Wizard would have 100d6 worth of stored AEU in his reserve. The use of this energy is limited to their HD as well, and no more than their HD can be used in any single magical action, be it Offense, Defense, or Healing. Offensively, the Wizard can use each d6 to do damage, the actual nature of that damage determined by the will of the Wizard and manifesting in any shape or form they

choose. Defensively, the Wizard can create a kind of magical armor matrix around themselves, rolling up to their HD in d6s and then having the total be a 'damage reservoir' that is depleted before actual Hit Points are lost. Healing can be done with Afterglow as well, although this is more limited. A Wizard actually heals damage at 1 Hit Point per d6 utilized, thus, a 10 HD casting would result in 10 Hit Points gained, and like the other two options, this power can be used on targets other than the Wizard.

Player Character Notes: Wizards are not meant to be played, although their experience charts are considered to go off the Barbarian.

[High Affinity Water]

Usually above 6 and a half feet in height. Human-like in most cases, although bound completely to the Plane of Water, they tend to 'flow' as they move about, having long hair and wearing clothing that resembles the ocean waves (mostly robes). They are high sorcerers, their elemental plane bound closely to the Afterglow Sea of magic where they draw their power. Tall and proud, this race is sometimes considered dour, often harsh, and certainly foreboding, but like the depth of their element, there is more below the surface than can ever be perceived. They tend toward dark hair, sometimes touched with green or even more rarely violet, and their eyes are like polished emeralds. Their skin is pale like a pristine cloud, unless they are emotional, when violet and blue washes along cheekbones, or sets into the tips of their fingers. Power flows through them, not from the water that is inherently

theirs, but instead from the connection that water brings from the pure raw energy of the Afterglow. For this reason and powerful connection, the race of High Water are referred to as Wizards. Wizards are more artists than sorcerers, the true power inside them tied to their ability to visualize and 'paint' pictures with the Afterglow energy they siphon through the Plane of Water and into the mundane world. Certainly, there is no doubt they are powerful, but to master what they do takes countless years of exercise and dedication to their craft. Like a master of oil painting, there are too few Michelangelos or Da Vincis in the world, and so too is it with Wizards. This race, however, has been known to live upwards of several thousand years, especially if their connection to the Afterglow is used to extend their lifespan.



'Behind the party, Roma raised his hand, his fingers brushing the air as he closed his eyes. The smell of the ocean, salty and wet, swept the dunes, and the centipedes hissed. Light burst into existence in a single mote before him, the shimmer growing and tumbling forward until it swept into the thick of the creatures and burst into a cascade of lightning.'
-The Burning City,
Pg. 30.

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THE FOLIO

Folio Module ROS5

Deep Dive in the Flooded Halls!

An Adventure for Characters Levels 8-10



Folio Module ROS5 Deep Dive in the Flooded Halls!
by Scott Taylor and Mark Timm

Deep Dive in the Flooded Halls

An Adventure for Characters
Levels 8-10

Player's Introduction:

This dungeon was of course initially designed by Mithelvarn to be a normal crawl, but after the earthquake it has become a flooded nightmare. Players will have their hands full surviving this, not only because of the enemies within, but also because of the water itself, which should make things highly problematic.

By this point in any home played campaign, player level and overall power could vary greatly from what I've designed these modules for. That said, I openly encourage DMs to change monster strengths accordingly, at this point it's now more a guide to the story arc that should have been well entrenched in the DM's hands by this point.

Also, again you'll find that magical treasure begins to grow scarce. Whether this can be attributed to the Infernal Machine getting nervous and not further equipping players to help defeat it, or that after the magic that has

been encountered in the first four modules in this series has being deemed 'enough' by me as the designer, is up to the DM to reveal. From this point forward, the 'reward' for the players will be more about the experience points and furthering the overall story arc.

Fighting within this submerged realm will be problematic, as detailed in the gazetteer, and be sure as the DM you gain a good understanding of what Room 17 holds, as well as the danger the final enemy in that pit represents. Make no mistake, it should be an epic challenge, and players will likely have to come up with some very creative ways to defeat it (I've always enjoyed 'depth charges' myself).

I've also included a section on random encounters after the standard room encounters. This is something I didn't do for other levels because I had 'named monster NPCs', but in this dungeon there are none of those. Thus, be sure to read over what may be lurking in halls of various empty rooms.

The dungeon's design mirrors itself in some ways, and for that reason you will find rooms with identical numbers attached. In this booklet I've attached an E or a W, etc. to the rooms. These indicate the points of the compass, and as such, you will be able to see exactly which room is being talked about in the text as compared to the map.

Otherwise, things will be as straightforward as ever. Defeat all viable rooms within the

level and move on. Once complete, it will be on to the final conclusion of this adventure series, and I wish both the DMs and the players alike the best of luck in completing what I present here.

All 'grey blocks' are for 5E conversions in this section.

Room 1

Through the darkness and murk a stair rises from the muddy floor extending upward toward the ceiling. A large shadow on the far side of the stair, amid a tangle of weeds and floating debris, stirs as you open the door.

Here is the lair of a Dragon Turtle. The beast looks like a fresh water version, replete with massive snapping jaws and armored shell. It will attack anyone approaching the stair, but as this is NOT a room that requires 'clearing' to finish the level, it can be avoided if necessary.

1 Juvenile Dragon Turtle [AC -2, HD 15, HP 80, #AT 3, D 2-12/2-12/4-32 (claw, claw, bite), Steam Breath (damage equal to the HPs of the turtle)]

TREASURE

NONE.



1 Juvenile Dragon Turtle [AC 20, HD 11d20+55, HP 165, #AT 3, Hit +12 (All), Dam Bite 26 (3d12+7) Claw 16 (2d18+7), Tail 26 (3D12+7) can be used in place of claw attacks, Multiattack, Steam Breath (DC18 Constitution save for half of 52 (15d6) in 60' cone)]

Room 2E

This ten by ten antechamber holds four doors, one on each wall. Your light shows it to be empty, the room looking more like a thoroughway than an actual magically functioning dungeon room.

There are four such chambers in this dungeon, and all are empty save for the murk and frigid water. They are also not part of the 'clearing' process and therefore can be bypassed easily.

Room 2S

Another ten foot square chamber, however, this one has only three doors, one on the north wall, and ones on the east and west. Other than floating bits of debris, the room is clear.

**See Room 2E for specifics.*

Room 2W

This ten foot chamber contains four doors, one on each wall. Fish swim here amid waterlogged flotsam, but nothing else living can be seen.

**See Room 2E for specifics.*

Room 2N

This ten foot square antechamber contains three doors, one in an inlet on the south wall and two others east and west. A large piece of wood, most likely a tree trunk, rests in the middle of the room with small flashing-eyed fish swimming around its dark tangle of roots.

No enemies are within this chamber as it is one of the four antechambers leading off of the central stairs.

Room 3E

A collection of pillars, each with mud-encrusted hieroglyphs, decorate the central part of this large chamber. A door sits within both the western and southern walls and debris from fallen pillars lies in piles on the floor.

Lurking within the piles of stone are a half-dozen Giant Crayfish. The monsters must be cleared but will attempt to hide from the party if only two remain. Once within their stone lairs, their AC improves by 5 points, but they cannot attack unless it is to shatter spear poles or attempt to bend non-magical weapons sent in after them.

6 Giant Crayfish [AC 4, HD 8+8, HP 56, #AT 2, D 2-12/2-12, Surprise on 1-3]

TREASURE

NONE.

6 Giant Crayfish [AC 15, HD 8+16, HP 64, #AT 2, Hit +4 (Claws), Dam Claw 16 (2d12+4), Multiattack, Quick Retreat (can tail sweep backward without provoking any attacks by enemy)]

Room 3W

This large chamber is divided into nine, ten-foot sections of blue marble floor. The water here is clearer than that of the halls, and light shines more freely through it. Upon the western wall, the face of a giant bearded man has been etched. His mouth is open, and a current of warm water flows out of it.



GLAD



ART
genre

Inside the mouth is a Giant Eel. The creature will attack anyone coming within ten feet of the hole, grabbing the victim and pulling him into its lair where he will be unable to move. To achieve this attack, the eel must hit at 5 over its standard target for armor class. Once a victim is inside the hole, he will take full damage from the eel each round until he can be pulled free using a standard Open Doors roll (**Strength DC18**). Also, the eel cannot be attacked while in its hole and holding a victim.

1 Giant Eel [AC 6, HD 8, HP 48, #AT 1, D 3-18 (Lair, see above)]

TREASURE

WITHIN THE LAIR, A +3 TRIDENT CAN BE SEEN GENTLY GLOWING IN THE GLOOM.

1 Giant Eel [AC 14, HD 8+16, HP 64, #AT 1, Hit +9 (Bite), Dam Bite 25 (3d12+6), Grapple (Strength 20)]

Room 4E

This long room is filled with brackish water, a cloud of salty brine swimming in your vision that distorts the door directly across from your entry.

This is another antechamber access room. Both room 4E and 4W are similar in that they do not need to be 'cleared' and there are no threats lurking within them.

Room 4W

A fine sludge has been deposited on the floor of this room, bits of it breaking free and rising around your kicking legs as you enter. A single door rests on the wall directly across from your point of entry.

Like room 4E, this is an access room and does not need to be cleared. If you are feeling your players need an extra challenge, you can put something within the sludge, but I've left it empty of threats like other access rooms on the floor.

Room 5

A massive chamber opens up before you, the length, breadth, and height straining the limits of your light source. A veritable forest of aquatic grass rises up from the floor further complicating your ability to discern the full scope of the chamber.

Inside this room, near a large statue of a maiden at the center, an Aboleth lurks amid the sandy debris on the floor. The creature will attack anyone coming within twenty feet of the statue.

1 Aboleth [AC 4, HD 12, HP 72, #AT 4, D 1-6 (tentacles), Slime (the horror of the Aboleth's power lies in the slime that is on each tentacle). If struck, the character must make a save versus spell or the appendage (1 head, 2-3 arms, 4-5 legs, 6 chest) will turn into a clear slimy

membrane in 2-5 rounds. Once changed, the membrane must be kept wet or the character will take 1-12 damage each round it is dry. A cure disease stops the change, and a cure serious wounds reverses the flesh to normal.]

TREASURE

A CHEST WITH 8 POTIONS OF EXTRA-HEALING (GREATER HEALING) LIES BENEATH THE MAIDEN STATUE.

1 Aboleth [AC 17, HD 18d10+36, HP 135, #AT 3, Hit +9 (Tentacles), Dam Tentacle 12 (2d6+5), Multiattack, Disease (DC 14 Constitution or become diseased with each tentacle strike. Skin becomes translucent and slimy and must remain in water after 1 minute. Cure disease stops the effect, and Heal spell will reverse the effect), Enslave (1 target in 30 feet DC 14 Wisdom save or be charmed)]

Room 6E

A large chest dominates the thick murk of this chamber, bug-eyed fish swimming around it and a tangle of mud and weeds stretching out across the floor to each wall.

An ochre jelly has taken up residence beneath the weeds, its pseudopods ready to strike upward at swimming targets approaching the chest.

1 Ochre Jelly [AC 8, HD 10, HP 60, #AT 1, D 3-12, Lightning divides creature, Immune to fire & cold]

TREASURE

NONE.

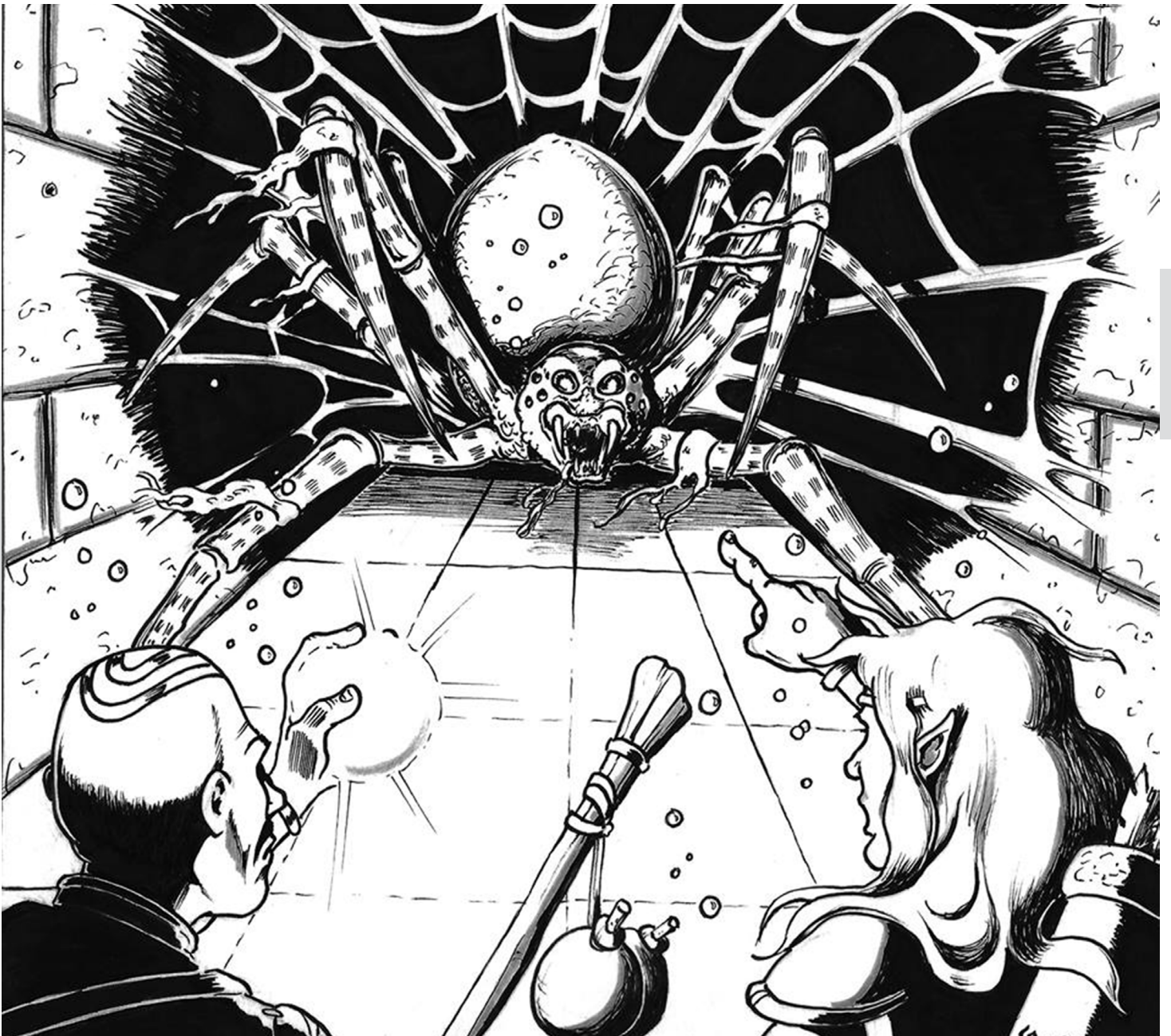
1 Ochre Jelly [AC 8, HD 6d10+12, HP 45, #AT 1, Hit +4 (Pseudopod), Dam Pseudopod 9 (2d6+2), Split (if hit by lightning or slashing, the jelly will split into two identical jellies as long as it has 10 hit points)]

Room 6W

Rocks unlike anything else in the dungeon give this chamber a natural feel of a submerged cavern. Twinkling mineral deposits glitter in your light from the rock and numerous holes honeycomb the faces.

Twenty water spiders reside in the holes and will attack in small swarms if given the opportunity. Otherwise, they stay sheltered and must be destroyed by some means if the room is to be 'cleared'. The hole defense adjusts their AC by 4.

20 Water Spiders [AC 5, HD 3+3, HP 18, #AT 1, D 1-4 (Bite), Poison (paralysis)]



TREASURE

HIDDEN WITHIN THE WEB AND DISCOVERED ON A 1-2 (DC 15 PERCEPTION), A PLAYER CAN FIND A REPEATING CROSSBOW OF SPEED +3 (ROF 1 PER ROUND, HOLDS 6 BOLTS IN CLIP) (REMOVES THE 'LOADING' DESIGNATION FROM THE WEAPON AND HOLDS 6 BOLTS IN A CLIP).

20 Water Spiders [AC 15, HD 3+6, HP 18, #AT 1, Hit +3 (Bite), Dam Bite 5 (1d6+2), Poison (DC 13 Constitution save or be paralyzed for 2d10 turns)]

Room 7

The door opens to reveal a chamber with murk that gives way to an air pocket in the raised vault that glows with a soft green illumination. Timbers, once ceiling beams, sit just above the waterline, sloshing waves licking against them as your head breaches the surface. Above, you see a makeshift nest, three half-starved white apes leaping at you in an attempt at easy food.

The apes have been surviving here eating fish in the near dark, only a soft glowing lichen providing the dimmest light from the ceiling.

3 Carnivorous Apes [AC 6, HD 5, HP 30, #AT 3, *D 1-4+6/1-4+6/1-8, *Starvation Rage increased damage]

TREASURE

NONE.

3 Carnivorous Apes [AC 12, HD 6+12, HP 48, #AT 3, Hit +10 (All), Dam Bite 9 (1d8+5) Fist 12 (2d8+4), Multiattack, Rage (+2 to attack and damage in starved state)]

Room 8

Another air pocket glimmers above the surface of this chamber's waterline. Light flickers orange and red as you breach the surface. The smell of roasting meat and heavy smoke fill the air as an Ogre Magi sits atop a collection of tumbledown pillars roasting a human upon an improvised spit. Next to him, another victim sits glassy-eyed staring into the flames.

This is the Ogre Magi that the Ivory Scimitar should have witnessed 'disappear' near one of the stone monoliths on their way to the Wildlands dungeon in Folio #4. This fact should be a confirmation that the Infernal

Machine is not generating monsters on its own, but instead 'stealing' them from around the provinces near Roslof Keep.

The Ogre Magi will attack the party with whatever means he has available, but the second victim is the real challenge of this chamber. The party must decide whether or not to save the victim, and if they do want to save him/her (*DM's choice*), how do they get out of the dungeon and to safety?

Ogre Magi Lord [AC 0, HD 10+2, HP 72, #AT 1, D 1-12+6 (Naginata), Powers At Will: Fly, Invisibility, Darkness 15', Polymorph to Human; Spell-Like Powers (1/day): Charm Person, Sleep, Gaseous Form, Ray of Frost (12d8 damage)]

TREASURE

+3 NAGINATA, +3 RING OF PROTECTION, +2 SCALE ARMOR, BACKPACK OF HOLDING (15,000 GP WORTH OF WEIGHT).

Ogre Magi Lord [AC 20, HD 12+12, HP 82, #AT 2, Hit +10 (Naginata), Dam Naginata 15 (2d8+7), Powers At Will: Fly, Invisibility, Darkness 15', Polymorph to Human; Spell-Like Powers (1/day): Charm Person, Sleep, Gaseous Form, Ray of Frost 48 (12d8 damage)]

Room 9

A large tangled mass of grass rises up from the floor to obscure the size of this room.

Concealed within the grass are four, very hungry Giant Gar.

4 Giant Gar [AC 3, HD 8, HP 40, #AT 1, D 5-20, each is 12' long]

TREASURE

NONE.

4 Giant Gar [AC 17, HD 8d10+16, HP 56, #AT 1, Hit +7 (Bite), Dam Bite 23 (4d8+7)]

Room 10

This chamber looks to have been recently 'stirred', the murk swirling in thick chunks and dark particles of plant and earth brushing against you as you enter.

A collection of Giant Lamprey swirl within the murky mass of the room and will attach themselves to any target they get an opportunity to.

7 Giant Lamprey [AC 6, HD 5, HP 30, #AT 1, D 1-6, Blood Drain: 10 HP per round once attached]

TREASURE

NONE.

7 Giant Lamprey [AC 14, HD 6+12, HP 48, #AT 1, Hit +6 (Bite), Dam Bite 6 (1d6+3), Blood Drain (once attached, drains 10 HP per round)]

Room 11

Several dark and globe-like masses of small fish swirl in undulating fashion about this long chamber and small debris flows with them, obscuring vision beyond a few feet.

There are three schools of small sardine-like fish swimming in defensive balls around the room, but along with them is an Eye of the Deep that is mimicking their movement as to draw near the party for an attack.

Eye of the Deep [AC 5, HD 12, HP 72, #AT 3, D 2-8/2-8/1-6, Eyes: Stun 2-8 (Central Eye/Save vs Death Ray), Hold Person and Hold Monster (Smaller Eyes/Save vs Spells)]

TREASURE

A SMALL LOCKED COFFER (DC 15) IS LOCATED AMID DEBRIS ON THE FLOOR. IT CONTAINS A DOZEN 500 GP GEMS.

1 Eye of the Deep [AC 18, HD 12d10+36, HP 96, #AT 1 (plus 3), Hit +5 (Bite), Dam Bite 14 (4d6), Eyes: Paralyzing Ray (Center/DC 16 Constitution or paralyzed 1 minute), Petrification Ray (Eye Stalk/DC 16 Dexterity or turned to stone), Slowing Ray (Eye Stalk/DC 16 Dexterity effected as spell)]



Room 12

A throne of bound grass, gnarled and rotting, sits surrounded by four lovely statues of women on the far wall. Seated on the throne is a crone with long appendages, a mass of dark hair, and a protruding nose that twitches as if 'sniffing' the water.

The crone is actually a Sea Hag. She is protecting a small cache of treasure within a concealed (weeds) room that lies directly behind her chair.

Sea Hag [AC 7, HD 3, HP 17, #AT 1, D 1-4 (Claws), Fear (Save versus spell or character drops to ½ strength for 1-6 rounds), Deathly Gaze (Save versus poison or die! 3/day)]

TREASURE

4 POTIONS OF EXTRA-HEALING (GREATER HEALING) ARE LOCATED IN A BAG AT THE FOOT OF THE THRONE.

1 Sea Hag [AC 14, HD 7d8+21, HP 52, #AT 1, Hit +5, Dam Claw 10 (2d6+3), Horrific Appearance (DC 12 Wisdom or be frightened), Death Glare (DC 11 Wisdom or drop to 0 HP)]



Room 13

Upon entry, the floor of this room glows with an odd design, florescent veins in mosaic marble flow out to create a box-like pattern that plays against the floating debris and clouds of murk within the water.

A half dozen Dragon Fish swim amid the murk, scales flashing in the glow to create an eerie effect on the viewer.

6 Dragon Fish [AC 4, HD 2, HP 12, #AT 1, D 1-6, Poison (Saving versus poison -1 or die)]

TREASURE

NONE.

6 Dragon Fish [AC 16, HD 2d10+4, HP 14, #AT 1, Hit +4 (Spines), Dam Spines 4 (1d4+2), Poison (DC 18 Constitution or take 35 (5d10+10))]

Room 14

Another half-submerged chamber opens before you, slime-covered stones rising about the surface into the vaulted ceiling. Emanating from the stones, the sound of a deep croak, as though a large frog were in residence, echoes around the chamber.

A Green Slaad has been summoned here and has gated in several of his fellows. They are adept at attacking both above and below water and will try to gang up on targets where possible, subduing all they can to create more slaad.

1 Green Slaad [AC 3, HD 9+3, HP 59, #AT 3, D 2-16/3-8/3-8, 50% MR, +1 or better weapon to hit]

4 Red Slaad [AC 6, HD 6, HP 36, #AT 3, D 1-4/1-4/2-16, 35% MR, Regenerate 3 HP per round, Each attack has a 40% chance of depositing a pellet in a character that will gestate and kill the host in 3-36 hours]

TREASURE

THE SLAAD HAVE A BAG OF JEWELRY WITH THEM THAT CONTAINS 7 PIECES OF GOLD, SILVER, PLATINUM, AND GEM ENCRUSTED MAGNIFICENCE. TOTAL VALUE 17,000 GPs.

1 Green Slaad [AC 16, HD 15d10+45, HP 127, #AT 3, Hit +7 (All), Dam Bite 11 (2d6+4) Claw 7 (1d6+4), Multiattack, Innate Spellcasting*, Magic Resistance (at advantage on saves), Regeneration (10 HP per round)]

4 Red Slaad [AC 14, HD 11d10+33, HP 93, #AT 3, Hit +6 (All), Dam Bite 8 (2d4+3) Claw 7 (1d8+3), Multiattack, Magic Resistance (at advantage on saves), Regeneration (10 HP per round)]

Room 15

Three crypts are housed in this room, each covered with mud that obscures any writing that may be on them.

This chamber is actually home to a ghost who can move easily through the water to attack and then flit away if challenged.

1 Ghost [AC 0 (or 8), HD 10, HP 60, #AT 1, D (age 10-40 years)]

TREASURE

NONE.

1 Ghost [AC 11, HD 10d8, HP 45, #AT 1, Hit +5 (Touch), Dam Touch 17 (4d6+3), Etherealness, Horrifying Visage (DC13 Wisdom save or be frightened for 1 minute. If failed by more than 5, age 1d4x10 years!)]

Room 16

The door to this room is broken, and no magical 'pop' sounds when you open it. Inside, only refuse and backwash from the hall can be found.

Room 17/Level 1

The double doors open to reveal a large and strangely angled room. The floor is absent, creating a deep shaft moving down into darkness at your feet and only a few small ledges

provide any kind of solidity to the maw, each attached to the corners of the room.

Room 17/Level 2

Upon descent, the temperature becomes even colder against your skin and the dark presses in like the pressure you feel around your flesh.

Here, a tribe of 'Dark' Sahuagin awaits, shadowed within the dark recesses of the walls.

12 Dark Sahuagin [AC 3, HD 4+4, HP 28, #AT 1, D 1-8+2]

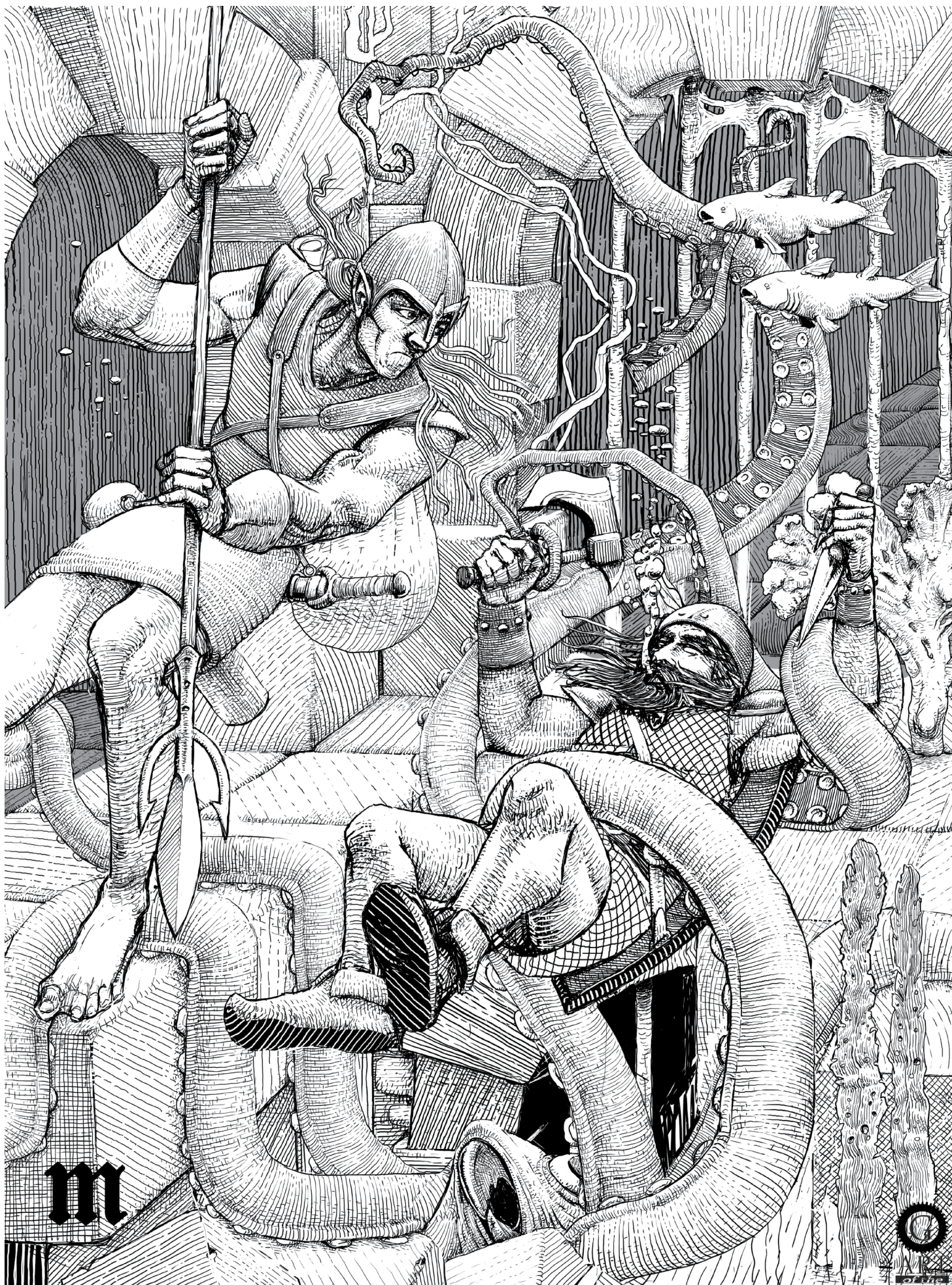
TREASURE

ONE OF THE SAHUAGIN HAS A DAGGER THAT GLOWS BLUE ALONG THE EDGE AND PROVIDES AMBIENT LIGHT. IT IS ALSO A +3 WEAPON.

12 Dark Sahuagin [AC 14, HD 8d8+8, HP 32, #AT 2, Hit +5 (All), Dam Bite 6 (2d4+2) Claw 7 (1d8+3) or Spear 9 (2d4+5), Multiattack, Blood Frenzy (once wounded, it gains advantage on all further attacks)]

Room 17/Level 3

The pressure grows, your ears beginning to strain and the muscles in your chest aching with each breath.



m

A massive trident wielding Reef Giant will pounce upon any poor unfortunate souls who descend this far.

Reef Giant [AC 1, HD 14, HP 84, #AT 2, D 4-24 (Trident)]

TREASURE

NONE.

Reef Giant [AC 14, HD 16d12+96, HP 200, #AT 2, Hit +12 (Trident), Dam Trident 21 (3d8+8), Multiattack]

Room 17/Level 4

An inky darkness, impenetrable to light, lurks in the frigid depths below. Reaching out your numb and trembling hands, you press against the dark, your fingers coming away black with a sticky substance. A moment later, the first tentacle explodes from the black!

A Kraken, greatest of all sea calamities, is within this final level.

Kraken [AC 5/0, HD 20, HP 120, #AT 9, D 2-12 (Barb Tentacle)/ 2-8 (Striking Tentacles)/ 5-20 (Beak)]

TREASURE

12,000 GPs OF LOOSE TREASURE LIE AT THE BOTTOM OF THIS CHAMBER ALONG WITH A +5 TWO-HANDED, YET SINGLE BLADED, AXE.

1 Kraken [AC 18, HD 27d20+189, HP 472, #AT 3, Hit +18 (All), Dam Bite 23 (3d8+10)* Tentacle 20 (3d6+10), Multiattack, *Swallow (grappled creatures are swallowed after successful bite and take 42 (12d6) per turn), Fling (Throw targets up to 60' doing 3 (1d6) per 10'), Lightning Storm (DC23 Dexterity save or take 22 (4d10) damage at 120' range)]

Room 18

As the door opens, you are pushed back as a large shape jets past you into the hall!

A Wereshark lurks inside this chamber and will attack to wound, then move away into the Labyrinth. Unless it is killed, the room will not be 'cleared', and a game of cat and mouse will commence as the Wereshark attempts to bleed targets without direct conflict until the time is right to strike.

1 Wereshark [AC 0, HD 10+3, HP 63, #AT 1, D 5-20]

TREASURE

NONE.

1 Wereshark [AC 20, HD 14d10+42, HP 112, #AT 1, Hit +9 (Bite), Dam Bite 18 (3d10+3)]

TREASURE

A LARGE GEM (1200 GPs)
LIES WITHIN THE WEBS.

5 Giant Marine
Spiders [AC 17, HD
12+12, HP 82, #AT 1,
Hit +10, Dam Bite 13
(2d8+5), Poison DC 18
Constitution save or
take 50 (10d10)]

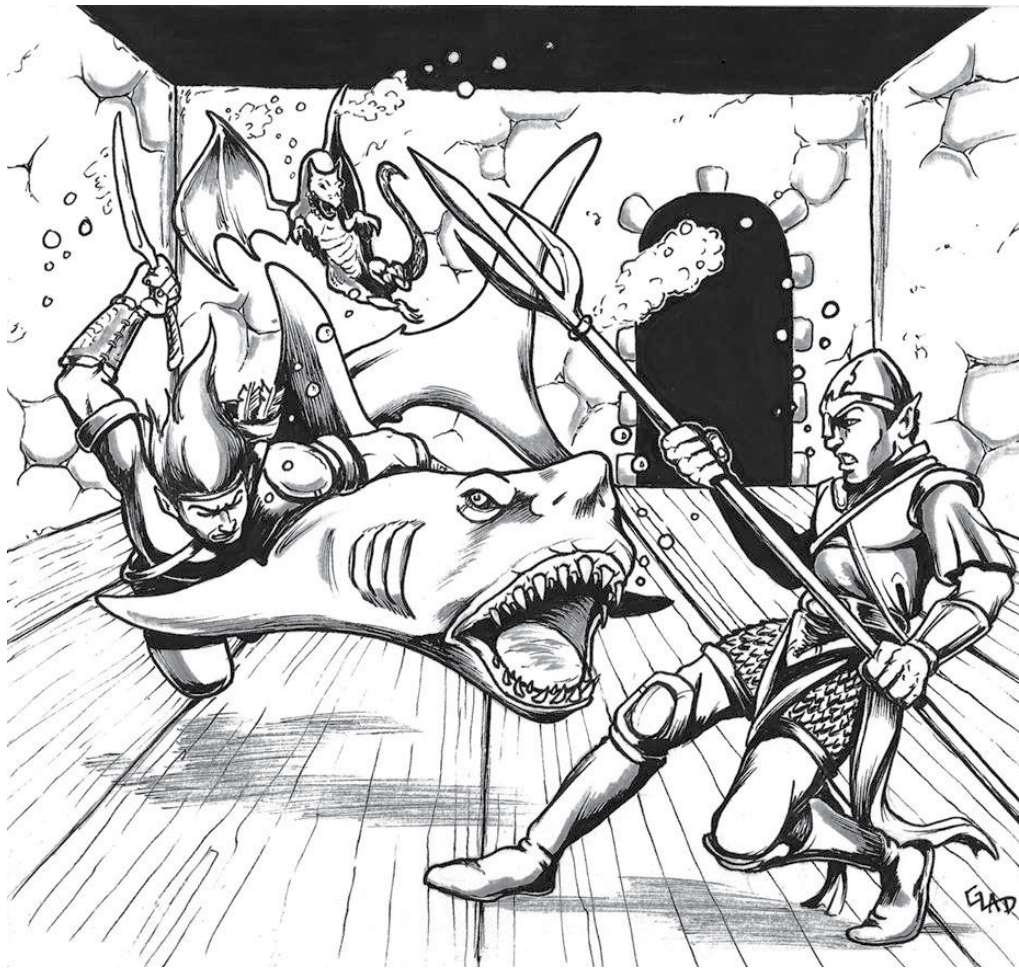
Room 20

Before you an iron
door etched with
runes stands without
keyhole or hinge.

A subtle blue glow emanates from it
like those you have seen before in the
stairwells of other levels.

*Note: This door can only be opened if the characters
have cleared the entire level. If they gain access, read the
following: A heavy layer of refuse, muck, and vegetable
matter make up the floor of this chamber. Your movement
causes obscuring clouds of brown debris to swirl and
rise as you enter.*

Once the Verme in this chamber has been
killed, the iron door will slam shut and the
water will drain out of the chamber.



Room 19

Stringy wisps of white goo drift in the
currents of this chamber. The mucous-
like substance coalesces in the far end
of the room creating a large, white,
undulating sphere.

Within the sphere, 5 Giant Marine Spiders
await prey, sticky strands of silk hindering the
party as they move inside with a negative 2 to
all 'to-hit' rolls.

5 Giant Marine Spiders [AC 4, HD 7+7, HP
49, #AT 1, D 3-12, Poison (Save versus poison
or paralyzed 1-12 turns)]

Note 2: A secret door has been set into the South wall of this chamber (DC15 Perception). It will lead to the stairs of Room 21.

A Juvenile Verme (giant, heavy-scaled bottom dwelling carnivorous fish), dwells here and waits for a character to enter before attacking.

1 Verme [AC 3(head)/5(body), HD 10+10, HP 70, #AT 1, D 7-28]

TREASURE

NONE.

1 Verme [AC 17(head) 15(body), HD 12d12+24, HP 96, #AT 1, Hit +10 (Bite), Dam Bite 20 (2d10+10)]

Room 21

Like all the levels before, a stairwell leads down even further into the depths of the labyrinth.

T1

Behind this door a Spear Trap awaits. Much like the Arrow Traps from the upper floors, this one fires shafts into the area just outside the door. Standard Find Traps can be employed here (DC 17 Perception). As always, once discovered, the trap can be bypassed. If it is triggered, however, all characters within 10' of the door opening will take 2-8 damage (8 (2d8)).

T2

This chamber is a replica of the Flame Traps seen on upper floors save that because of submersion they have become Steam Traps. Discovery of these traps will be at -15% to Find Traps (DC19 Perception). If triggered, a seemingly volcanic vent erupts out of the door, cooking anyone within 15' of the opening for 2-20 damage (20 (2d10+10)).

T3

Steam Trap, see above.

T4

This room was once a poison vapor trap, but since it is flooded it no longer works.

Random Encounters

Water Elemental

[AC 2, HD 16, HP 96, #AT 1, D 5-30]: A free ranging Water Elemental roves about the dungeon causing mayhem to all it meets.

1 Water Elemental

[AC 14, HD 12d10+48, HP 114, #AT 2, Hit +7 (Slam), Dam Slam 13 (2d8+4), Multiattack, Whelm (DC 15 Strength or take 13 (2d8+4) bludgeoning damage from being rolled/thrown, and bashed in current)]

Electric Eel

[AC 9, HD 2, HP 8, #AT 1, D 1-3 (any creature within 5' takes 3-24, within 5-10' takes 2-16, and 10'-15' takes 1-8)]: This problematic creature will lurk before doors of rooms in the murk awaiting prey and force players to find a way through it, likely taking damage when they get into its 'jolt zone'.

1 Electric Eel

[AC 11, HD 8d8+8, HP 40, #AT 1, Hit +7 (Bite), Dam Bite 5 (1d6+2), Electric Field (DC 14 Constitution save or take 19 (3d10+4) within 5', 14 (2d10+4) between 5'-10', and 9 (1d10+4) from 10'-15', plus stunned for 1-4 rounds)]

Afanc

[AC 6, HD 15, HP 90, #AT 1 or 2, D 5-20 (Bite) or 3-12/3-12 (Fins)]: A single armor-scaled and 15' long Afanc (not to be confused with the terrible Aflac insurance duck!) fish lurks within the submerged dungeon. It will pursue prey into rooms but prefers to strike in hallways or even in Room 17 if that way is left open.

1 Afanc

[AC 14, HD 17d10+34, HP 119, #AT 3, Hit +9 (All), Dam Bite 25 (3d12+6) Side Fins 16 (2d10+6), Multiattack]

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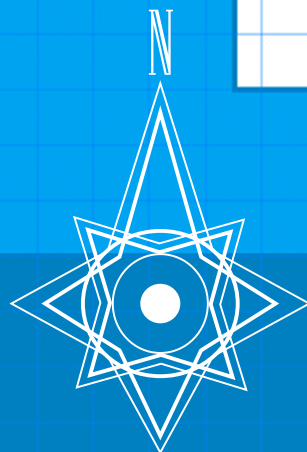
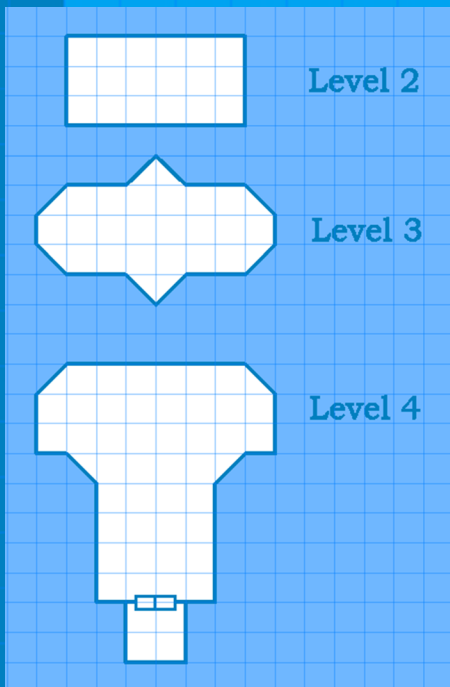
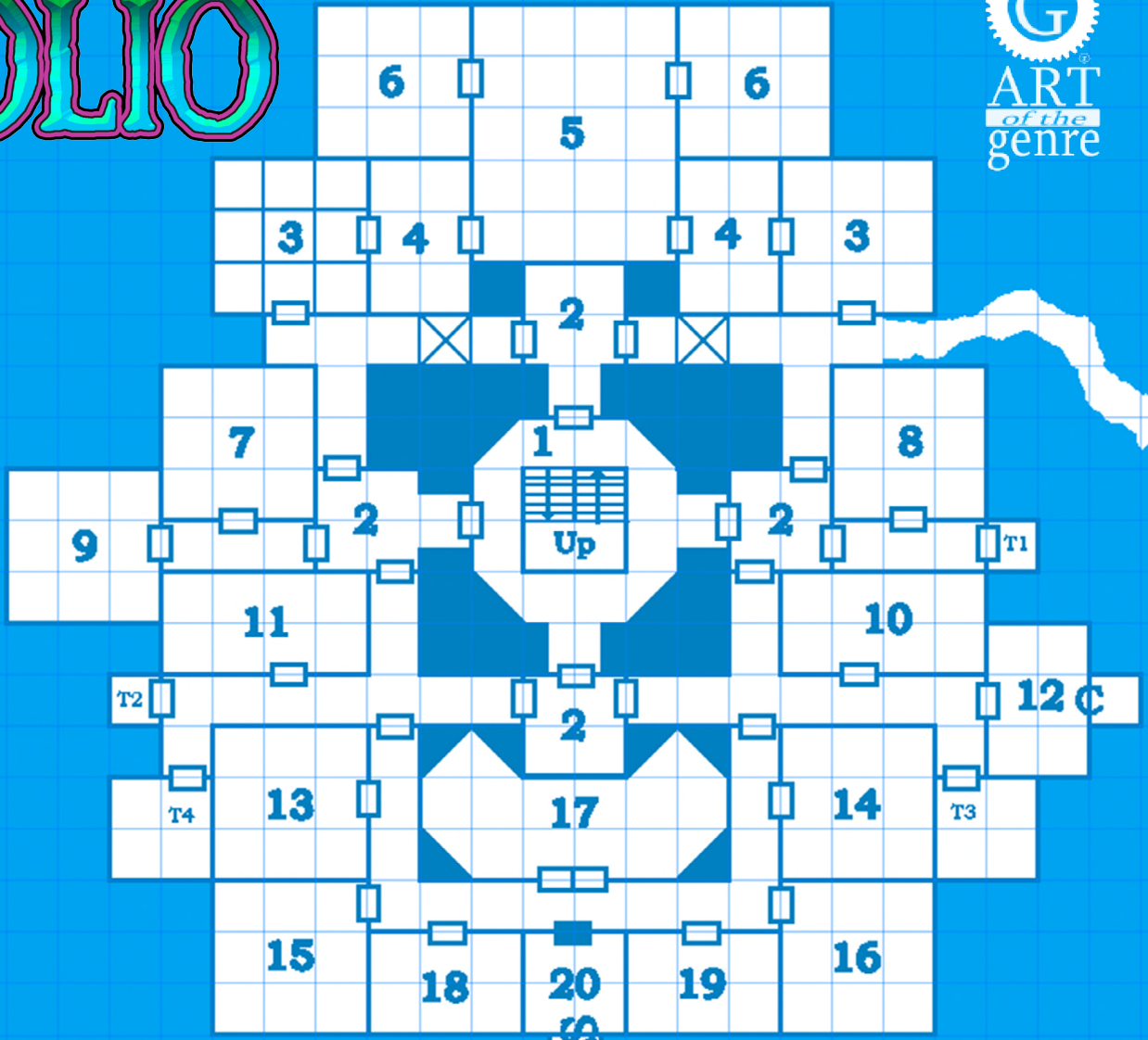
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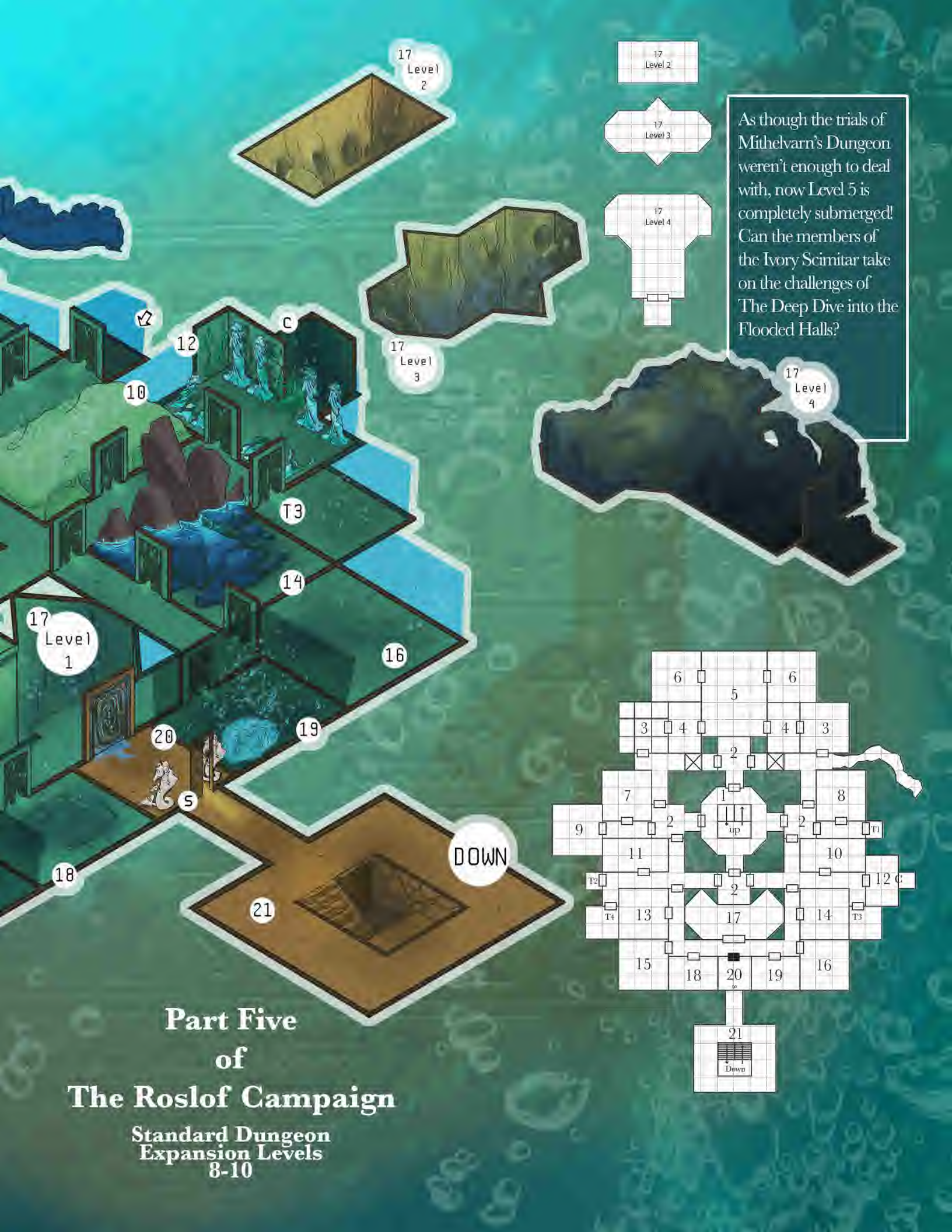
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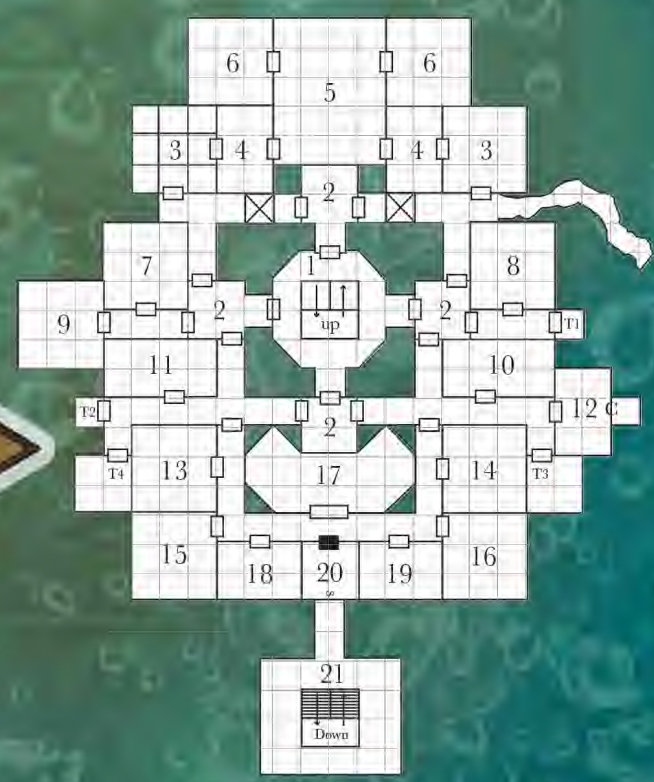
THE FOLIO



	Spiral Stairs
	Stairs
	Door
	Door, Metal
	Door, Secret
	Secret
	Trap
	Trap, Arrow
	Well



As though the trials of Mithelvarn's Dungeon weren't enough to deal with, now Level 5 is completely submerged! Can the members of the Ivory Scimitar take on the challenges of The Deep Dive into the Flooded Halls?



Part Five of The Roslof Campaign

Standard Dungeon
Expansion Levels
8-10

Time is running out for the members of the Ivory Scimitar as they strive to overcome the latest challenges of the Infernal Machine and Mithelvarn's Labyrinth. With the discovery of a secret entrance into the 5th level of the dungeon, the party must now enter uncharted waters with an entirely new type of environment and monstrous threats. Can they withstand these new creations of the Machine, and will they finally breach the 6th seal and gain entry into the last level of the legendary dungeon and save all of Roslof Keep?

