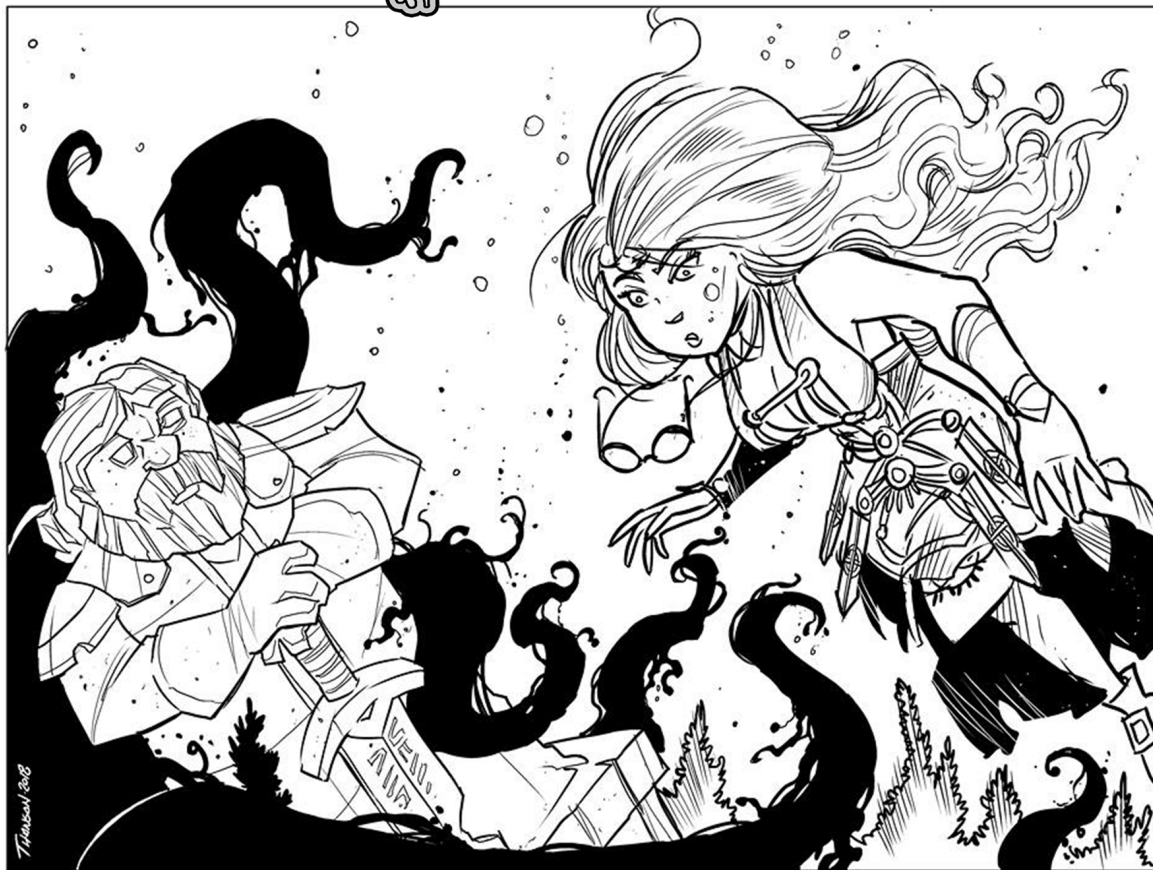


THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

The Sunken City

Mini-Adventure WS5.5

by Scott Taylor

The Sunken City is a companion adventure made to go along with the events unfolding in Folio #18. It is designed for 1E & 5E mechanics and is for characters levels 9-11. It contains the information needed to run a side adventure that will help characters in their journey through The Corsair Mists.

After completing the tests of The Shattered Tower, the players are invited by the sea elven queen to ward their ship and crew from the Ghost Eye Corruption that lurks within the mists. Plunging into the waters that now cover one of the lost trade cities of Uthoria, the players must overcome a corrupted dwarven temple to find the cure for the contagion before it can take over their ship.

Mini-Adventure WS5.5 The Sunken City!

A mini-adventure for use with Distant Turtle City
Characters Levels 8–10

Dungeon Master Notes

If you are playing Folio #18, you will note that within the content of the gazetteer, the sea elves will provide the players with an antidote to the ghost eye contagion. However, if you want to expand the adventure and give the players an opportunity to gain experience, magic, and healing, then this mini-adventure will allow the players access to the antidote for the ghost eye contagion without the elves actually handing it over. For the purposes of gameplay, this adventure will take place after the events of The Shattered Tower but before the players set sail for Hyperion's Forge.

- 1. Primary Purpose:** To provide the characters with more experience in dealing with Hyperion while also giving them helpful healing.
- 2. Secondary Purpose:** To continue to keep the crew of their ship from being infected with the corruption of the mists and the ghost eye contagion.
- 3. Time for Running:** This adventure should be run **AFTER** the events of The Shattered Tower and before the characters leave the elven encampment for Hyperion's Forge.

The Sunken City

The city that is submerged beneath the waters of the elven tribal lands was once a great center of culture for the Corsairs of Uthoria. Great towers, libraries, villas, shops, and temples dominated the more mundane habitations of the coastal port. Now the city is in ruin, having been submerged for over two ages of man, and yet whatever magic the Corsairs and sea dwarves had laid into the foundations and stones of the city have kept it somewhat intact. Certainly, sea life has crept in, with coral snaking its way down old streets and over building walls, but despite whatever corruption lies within the water, the old magic within the stones has managed to maintain a semblance of what the city was before the cataclysm that crumbled down its towers and sunk it beneath the waves. When exploring, it is very clear what kind of structures you are entering, and although most roofs are gone, the walls, arches, and supports still remain. In some cases, small treasures still exist in the silt at the bottom of these buildings although most grand items have been collected by the sea elves over the intervening centuries.

Random Encounters in the Sunken City

When dealing with encounters within the city, they shouldn't be overly challenging since this is sea elf territory. A 12 HD shark, driven mad with fury and hunger by the corruption, might be encountered, or a rogue sea lion, or even a deep sahuagin patrol, but for the most part, the

city is secure as the characters move through it. For each building the characters search (looking for ancient treasure), you can roll a d6. A result of 5 or 6 will indicate one of the above should be thrown at the players.

Random Treasures of the Sunken City

There are thousands of precious items within the city, but most are mundane artifacts like jewelry or sculptures. When a party enters a building, each player can roll a d6. A result of 6 indicates they have found something of value (typically gold or silver, but sometimes jewels). Have the character roll a d10 and multiply the result by 100 to determine the overall value of the item.

The Temple of Ahto

Long ago, at the height of Old Uthoria, the sea dwarves worshiped readily at the altars of the sea god Ahto and his demi-god shieldbearer, the Water Dwarf. The dwarves erected many temples around the lost continent, and most are very similar, with a main vault, several secret doors and rooms, and many pillars. This particular temple is no different. However, at the center of the main worship chamber, there is a deep well of blessed water, now considered a type of 'heavy water' because it does not mingle with the saltwater that surrounds it. This holy liquid can be collected, and it will ward off the corruptive power of the ghost eye corruption.

Running Combat

All this combat will take place while completely submerged. Rules concerning underwater combat can be found on page 56 & 57 of the 1E Dungeon Master's Guide, but the Cliff's Notes version is 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. I would also suggest the following submersion effects be put into play while in the temple itself:

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.

Telling the Story

The story of the sunken temple and the holy water that still lies there is something that is sacred to the sea elves. Normally, the temple wouldn't be a place that the characters would be allowed to go, but with the passing of Molo and his necrotic

ship, new evil forces have sprung up inside the temple, and the characters (after having defeated the Shattered Tower) would be seen as the perfect tool to reopen the temple. It should be clear when dealing with the queen that she considers the invitation offered to the characters a very special thing, and she will relate some of the history of the Temple of Ahto to the players before they go beneath the waves.

Setup from Folio #18

The elves will direct the players' launch to a spot over the lost temple, and the players will be able to look down and see their quarry.

'The launch cuts a slow course over the waves as sea elves swim just beneath the surface. The mists hold less power here as shafts of sunlight break through to illuminate great swaths of the seafloor below. There, the city splays out, intriguingly intact in some places as though it just sunk yesterday...'

Finally, the characters will feel a noticeable change in temperature as the heat of the southern archipelago gives way to a cool sense of corruption. It is here that the elves will depart, and from that point, the players should be able to see the temple below.

'As you rub the gooseflesh on your arm, you see the domed temple below. The water here seems somehow darker than the prevailing city, and a sense of dread permeates the slight breeze...'

1.

Pillared Entry

Crumbling walls from a tower have managed to destroy some of the entry, but four stout pillars still hold up the stone overhang that guards the door.

Ten dwarven zombie priests, their bodies preserved by their god before the corruption, now dwell at the entry. Some lurk behind the pillars, others are within the rubble, but all are highly camouflaged. They surprise on a 3–6 **[DC 17 Perception]** which means they could actually get a first attack on the players. Otherwise, they always go last in the combat round.

10 Dwarven Zombie Priests [AC 5, HD 6+6, HP 38, #AT 2, D 1–6 (Claw) and 1–8 (Bite), Head Vulnerability (If struck with an 18 or above, the zombie is killed instantly as it is considered to have been hit in the head.)]

TREASURE

NONE

10 Dwarven Zombie Priests [AC 15, HD 7d12+14, HP 50, Initiative +2, #AT 2, Hit +4, Dam Bite 10 (2d8+2) and Claw 7 (1d10+2), Head Vulnerability (If struck by a blow that is 18 or higher, the zombie's head is destroyed and it collapses.)]



2.

Hall of Four Exits

Three hallways converge into a tee in this murky annex. Debris floats everywhere, limiting your ability to see.

The corruption that now lurks within the temple (thanks Molo!) has created a number of black tentacles (like the spell) that will burst from the wall, floor, and ceiling to attack anyone trying to make their way through the annex. The tentacles are corrupted black magic and can be dispelled (use 20th level magic-user), but otherwise must be destroyed by combat.

There are also 2 secret doors in this room, but both are incredibly difficult to find because of the dwarven craftsmanship and the murkiness of the hall. No 'free' roll is allowed by a demi-human, and a Search roll only discovers a door

50% of the time, even when a 1 in 6 is rolled [DC 20 Perception].

10 Corrupted Tentacles [AC 4, HD 7, HP 35, #AT 1, D 1–8 (Bludgeon), Strangle: Once a successful hit is registered, the tentacle will begin a grapple (Str 18) and will cause 2–12 points of damage each turn that the character is held.]

TREASURE

NONE

10 Corrupted Tentacles [AC 17, HD 7d10, HP 35, Initiative +3, #AT 1, Hit +6, Dam Slam 6 (2d6), Strangle: Once a successful hit is registered, the tentacle will begin a grapple (DC 18 Strength) and will cause 12 (2d8+6) points of damage each turn that the character is held.]

3.

Water Dwarf Shrine

Whatever currents flowed through this four-pillared chamber have left a pile of dark refuse in the middle of the floor. Tendrils of rotting vegetation float above the refuse, obscuring your vision, but you can still make out doors past the pillars to the west and south.

The pile of refuse is actually a great undead monstrosity, a conflagration of collected undead matter that will rise up to attack the party when it enters, whipping at people with two pseudopods and a toothy maw.

1 Undead Monstrosity [AC 0, HD 11+11, HP 81, #AT 3/1, D 2–20 (Pseudopods) and 3–18 (Bite), +1 or better weapon to hit]

TREASURE

GATHERED AMIDST THE REFUSE ARE 5 POTIONS OF EXTRA-HEALING [GREATER HEALING].

1 Undead Monstrosity [AC 20, HD 11d12+22, HP 88, Initiative +4, #AT 3, Hit +8, Dam Slam 20 (2d10+10) and Bite 14 (3d6+5), Damage Immunity (all from nonmagical weapons), Multiattack (2 Slams +1 Bite)]

*Use otyugh for stats

4.

Water Dwarf Priest Chamber

A stone bed dominates this room as does a bath against the southern wall. Whatever other fineries once occupied the chamber have long since rotted away although a coral-encrusted chest rests against the northern side of the bed.

There are three 'hell fish', which are like corrupted barracudas, lurking within the bath. They will come out if the characters have a light source, attacking anyone bearing that light.

3 Hell Fish [AC 5, HD 7, HP 30, #AT 1, D (1–8)+6 (Bite + Necrotic)]

TREASURE

WITHIN THE CHEST ARE 79 PLATINUM PIECES IN AN OLD BAG, A BLACK PEARL WORTH 1,000 GP, AND 4 POTIONS OF EXTRA-HEALING [GREATER HEALING].

3 Hell Fish [AC 15, HD 7d8+14, HP 42, Initiative +3, #AT 1, Hit +5, Dam Bite 6 (1d8+2) + Necrotic 6 (1d8+2)]

5.

Water Dwarf Cache

The door to this chamber was once reinforced wood, but submersion has weakened it to near paper strength. The interior of the chamber is covered in coral as a breach in the southern wall looks

to have opened it to the outside ocean. Dozens of bottles lie over the floor as do piles of coral that must once have been armor and weapons.

A search of the chamber will reveal 9 intact bottles with potions inside, as well as the relic Mace of the Waters, and a Pearl of Wisdom.

***Mace of the Waters**

+4 Mace that when used within 100 feet of water becomes electrically charged, doing an additional 1–8 electric damage per strike, and on a roll of a natural 20 will stun the target for 1d6 rounds. **[The mace is considered +2 in 5th Edition.]**

TREASURE

(9) POTIONS OF EXTRA-HEALING [GREATER HEALING]

6.

Cleansing Chamber

The floor of this large room is sunken with a 1' lip around the exterior. Murals on the walls, some covered in silt or coral, depict the act of bathing before the visage of Ahto.

This is the cleansing chamber of the masses, those who could enter the sacred vault and stand before the statue of Ahto. Now the room is empty, but there is a single secret door in the chamber with a standard chance of discovering **[DC 16 Perception]**.

7.

High Priest Sacred Alcove

This chamber contains a stone throne that is marked with shells and pearls. Atop the throne, the corpse of an ancient dwarven high priest still clutches a metallic scepter in his gauntleted hand.

The corpse of the high priest is actually a minor lich with various mage and priestly abilities that have been granted by the corruption. If the Grand Worship Vault (Room 9) is disturbed and the greater tentacles come into play, the lich will awaken and leave his throne, going out to meet his 'enemy' in the vault.

1 Minor Lich [AC 0, HD 14, HP 80, #AT 1, D (1–8)+2 (Scepter), Spells: 1st (4) Cause Light Wounds, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Waterball (as Fireball), Hold Person, Suggestion; 4th (2) Cold Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

PLATE MAIL +2 (DWARVEN), SCEPTER OF THE DEEP (+2 MACE CAPABLE OF HURLING A 6D6 'WATERBOLT' AT A TARGET 3/DAY AND SUMMONING A 10 HD AQUATIC CREATURE 1/DAY)

1 Minor Lich [AC 20, HD 14d8+14, HP 70, Initiative +3, #AT 1, Hit +7, Dam Scepter 8 (1d8+4), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Water Bolt (as Fire Bolt), Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Cure; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Waterball (as Fireball), Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

8.

Cleansing Chamber

The floor of this large room is sunken with a 1' lip around the exterior. A single mural on the ceiling depicts female dwarves in the act of bathing before the visage of the Water Dwarf.

Molo has unleashed a necrotic cloud that has helped corrupt this entire temple. It waits within this chamber, and if combat begins in Room 9, it will join in as well on round 3 of the combat.

Greater Necrotic Cloud [AC 4, HD 12+12, HP 96, #AT 3, D 1–8 (Necrotic) + 1–4 (Wisdom drain), +2 or better weapon to hit]

TREASURE

NONE

Greater Necrotic Cloud [AC 16, HD 12d10+24, HP 84, Initiative +4, #AT 3, Hit +6, Dam Necrotic Slam 7 (1d10+2), Damage Resistance: nonmagical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage with each hit)]

9.

The Grand Worship Vault

A massive vault opens before you, the ceiling rising some thirty feet and supported by eight large pillars. The octagonal chamber is 120' at its widest point, and at the northern end of the chamber is an altar with a 20' mural of Ahto on the wall behind it. A sunken pool lies at the center of the room, the water in it somehow separated from the grimy ocean water above, and a kind of light continues to shine from it.

This is the grand vault of the temple, and at the center is the sacred pool from which the characters can draw water into their skins that will ward off the ghost eye corruption for both themselves and the crew. However, if anyone approaches within 5' of the pool, 10 huge corrupted tentacles will appear and begin striking at all available targets within their 50' reach.

10 Greater Corrupted Tentacles [AC 2, HD 12, HP 84, #AT 1, D 1–12 (Bludgeon), Strangle: Once a successful hit is registered, the tentacle will begin a grapple (Str 20) and will cause 3–18 points of damage each turn that the character is held.

TREASURE

NONE

10 Greater Corrupted Tentacles [AC 18, HD 12d12+12, HP 84, Initiative +3, #AT 1, Hit +8, Dam Slam 12 (2d6+6), Strangle: Once a successful hit is registered, the tentacle will begin a grapple (DC 20 Strength) and will cause 16 (3d8+6) points of damage each turn that the character is held.]

10.

The Heavy Water Well

Shimmering somehow in an unbroken surface, this giant pool has crystal blue water that descends into a depth beyond your line of vision.

Secret Rooms

All secret rooms are nearly empty as everything that was once inside them has crumbled and been consumed by the salt water, but magic items still remain, either on the floor in a silt or still standing against the walls.

Secret Room A

- (5) Potions of Extra-Healing [Greater Healing],
- (2) Potions of Giant Strength (Stone),
- (1) Potion of Speed

Secret Room B

- (2) Potions of Extra-Healing
- [Greater Healing]

Secret Room C

Spear +3 [+2]

Secret Room D

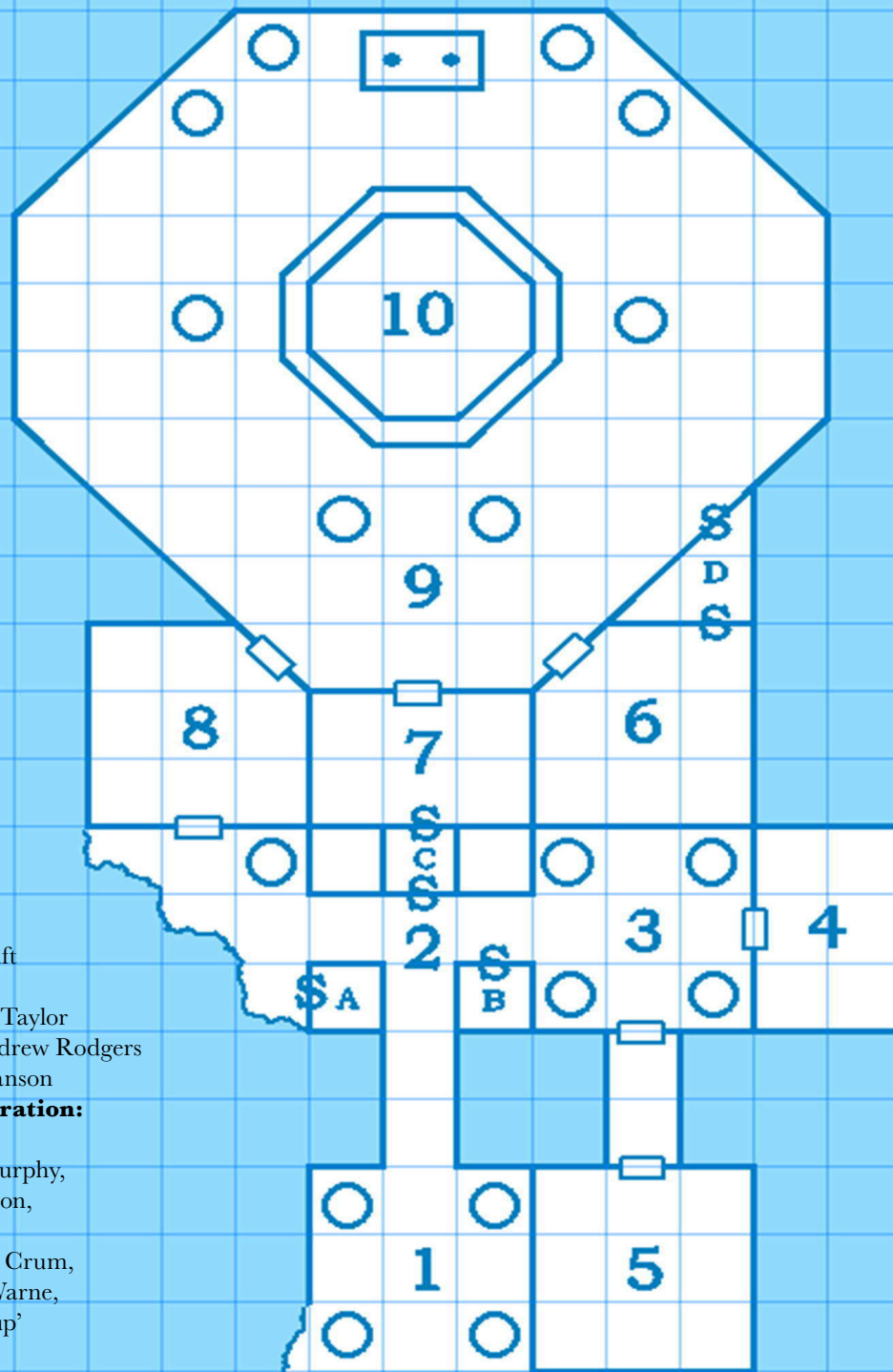
Shield +2 of Deflection (can turn aside 2 missile weapon attacks per day)

Resolution

Once the characters have killed the necrotic cloud and freed Room 9 from the dangers there, the temple will be clear for use by the elves. There is no other reward offered the characters, but they are each secretly provided a ‘Blessing of Ahto’, and as such can have 1 roll by the DM stricken from the record (yes, I’d assume they would use these on a Nat 20). Such rolls can be struck by the DM, and the players can know that they have somehow been saved, maybe having a vision of the Water Dwarf blocking the blow with his great shield.

THE FOLIO

□ Door
 S Secret Door
 ○ Column



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