

ROS5.5

Bonus Module

THE ROSLOF

Mini-Module



ROSLOF KEEP CAMPAIGN

The Mithel Company Champion

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by Scott Taylor

The Mithel Company Champion is a companion mini-adventure for the Roslof Keep Campaign and can be played by any level of character. It is rendered in both 1E & 5E formats.

Rumors persist that there is a secret pocket dimension that will help decide who can become a Mithel Company Champion. Now, the key to this dimension has come into play and the Ivory Scimitar is primed to take on the quest to see if they too can have one of the fabled leaders of the Mithel Companies.



Dungeon Master's Notes

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The Mithel Company Champion

Synopsis:

In this small side adventure the party will find evidence that one of their members may undergo a quest to be deemed a 'Mithel Company Champion' and as such gain certain powers within the Labyrinth. These special abilities are only known to be had by some of the greatest of company leaders, and they will be very helpful when taking on the final stages of the dungeon.

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

There are a couple of things that will need to be kept in mind with this adventure, primarily the timing in which it takes place. Typically, I'd see this run before the party enters into Level 5, and it is likely to be a perfect 'aside' for the party once they realize that Level 5 is flooded and will likely need to return to Roslof to reequip. Once back in Roslof, they will have the opportunity to speak with friends and allies in the Keep, and it should be in these discussions that the legend of the Mithel Company Champion will come into play. However, this adventure can be run at ANY time during the campaign as it is more about the characters and not about their overall fighting ability, so no real level limits are imposed.

1.

The Drive of the Mission: One thing must be made clear, a designated 'leader/caller' for the Ivory Scimitar should have emerged by this point. Hopefully this is easily distinguished, but if not, the DM will have to force the issue, assuming that the party wishes to go for the title.

2.

The Final Room: In this adventure the party is looking to get to the room of Mithelvarn & his daughter, or at least a facsimile of the two back in the days when they first made the dungeon. To do this, they must uncover the

key to the secret chambers off of the dungeon's main entry in Level 1. This will be important in some ways because they will get a glimpse of Mithelvarn as a more benevolent character, which might help paint a different light on the endgame of the campaign. This benevolent picture of Mithelvarn, while probably still 'mad' in some way, also seems keenly intelligent and not unkind, so that should be played out by the GM.

Random Occurrences & Party Needs

1.

First and foremost, the party will have to come across the following information: 'It is said that with the correct 'key', a Mithel Company can enter a pocket dimension within the entry of the dungeon and secure there a special power for its leader.' Now, it is certainly possible Lord Aldenmeir knows about this and can divulge the secret, but so too would other Mithel Company leaders. However, the real genesis point here will be that a 'key' has been discovered by a drunk scavenger from Daern Kelton and sold to Molo of the Nine Wives within the Keep. This will mean the party must make a deal with Molo, which is never pleasant, but can be great role-play opportunity.

2.

Once the Key is in their possession, they must enter Dungeon Level 1 and a glowing sphere will appear in the center of the entry chamber. Stepping through, the party will find themselves in the pocket dimension and can attempt to figure out its secrets to get the Mithel Champion designation for their leader.

3.

What it means to be a Mithel Champion: After completing the pocket dimension mini-adventure, the leader of the Ivory Scimitar will gain the following abilities while in the dungeon (and ONLY in the dungeon).

A. Lay on Hands: As a Paladin two levels lower than that of the Mithel Champion

B. Stair Sense: The Mithel Champion always knows in which direction the stairs can be found

C. Dungeon Sense: Secret Doors are found by the Mithel Champion on a 1-3 (+5 Perception)

D. Great Leadership: Acts as a constant 'Bless' spell for all members of the company

Scoring this Mission

As the GM, it will be your responsibility to see who gains enough points from tasks set inside the adventure to be named a Mithel Champion. There are both positive and negative outcomes for anyone trying to become the Mithel Champion, and although the positives are only scored individually, negatives are taken for the entire group, thus possibly defeating a very positive ‘run’ by a prospective Mithel Champion. These negatives can be balanced, of course, but stripping each room of magic is a certain way to not gain the title.

To achieve the title of Mithel Champion, any character vying for the position (and there can be more than one) must have a total of 5 Points prior to encountering Mithelvarn’s avatar in the last chamber.

Labyrinth of the Banners

1. Entry:

A shimmering field of energy dissipates around you as your eyes adjust to the dim interior of a circular vaulted room. Hieroglyph covered pillars stand around the circle and a single exit faces you from across the polished floor. Beneath that arch, a sanguine woman, presumably an

elf, slides from the shadows to offer you a greeting.

Once players have taken stock of the situation, and probably returned the greeting to the female, she will offer the following: *‘Greetings, Mithel Company, it is my pleasure to be your guide through the Labyrinth of Banners that you might partake of the gifts offered for those who would lead.’*

She will then bow and exit the chamber, leaving the players only one real option, that being to follow her.

2. Den of Tomorrows Never Come:

The door opens to reveal a lavish chamber filled with intricate wall hangings, embroidered curtains, round oak tables, and dulcet green-glowing lanterns. The effect is a heady one, giving you the impression of odd shadows and wisps of unseen vapor or energy drifting just out of your line of vision.

The same elven female figure sits at a table within this chamber. She is dressed in scarves and a long skirt, a crystal ball before her as well as a deck of cards. A smile parts her lips and her dark-stained eyes cast an invite to anyone willing to sit across the table from her.

The elf will offer to read a character's fortune (and that fortune can be directed by the GM concerning some impending fate of the character or someone cared about. At this point in the campaign, the GM should have various strings to pull for 'possible future outcomes' and she will pull a page from Yoda and give the 'always in motion is the future'. The primary purpose of this encounter, however, will be to allow the possible Mithel Champion to draw from a Deck of Many Things that she has on the table before her. If the Mithel Champion does draw, they will receive 1 Point toward the final outcome of this mission. Once all characters who wish draw from the deck (yes, more than the Mithel Champion are allowed to draw) have drawn, the elf will put the deck away and excuse herself, slowly turning immaterial and disappearing from site.

CONCEALED ITEM:

Inside one of the glowing lanterns is a Gem of True Seeing. It is not easy to detect, and will be found only on a 1 if searching the chamber **(DC 20 Perception)**. If players do find it, and take it, they will draw a Negative 1 Point for the final outcome.

3. Kitchen of Earthly Delights:

The smell of rich spices, sugary confections, and succulent smoked meats assails your senses as you enter this chamber. Three long butcher

blocks, each resting before a flaming hearth, dominate this massive kitchen as bubbling pots steam over open flame and hundreds of bronze pots and steel cooking utensils complete the decoration.

The elven female is here again, this time dressed in a white apron over a white bodysuit. She is expertly cutting up vegetables on a board next to a large bowl of water. As if in response to your stare, she looks up and inclines her head toward an open space next to her while also offering up her chopping knife.

If any character is brazen enough to become the elf's sous-chef, the character will need to make a successful roll on a d20 beneath the rounded and divided total of their combined Wisdom and Dexterity. Thus, a character with a 12 Wis and 15 Dex would need to roll beneath a 13 to successfully cook a palatable meal with the elf chef, and thus gain a positive point result.

Once the cooking is complete, the elf will command all of the party to clear one of the butcher blocks and then serve them up a helping of the meal created. After being eaten, this meal will act as a Bless spell upon the party for the remainder of the adventure.

One of the knives on the butcher block farthest away from the elf is enchanted with a cooking dweomer and any character using it in food preparations will intrinsically make a palatable meal. If already skilled in cooking craft in some way, the meal will be a delicacy that can be sold for fine coin or simply enjoyed by friends and companions. If this item is used in the ‘test’, the meal will be considered an automatic success and the participant chef will receive 1 Point toward the final outcome. If, however, the item is taken from the room, the entire party will receive a Negative 1 Point penalty.

4. Sitting Room of Quiet Slumbers:

This nicely appointed chamber is filled with deep chairs, heaping piles of floor cushions, hookah crowned low-tables, and a palpable essence of rich tobacco and foreign spiced smoke.

Dressed in long pants, boots, a button-up shirt and suspenders, the elven woman reclines in one of the room’s oversized chairs and smokes from a long pipe. Once she catches your eye, she will produce a cigar box, and upon opening the lid, will offer cigars to each member of the party.

The cigars are laced with a heavy sleeping drug, and once lit, the room will fill with the sedative causing everyone to make a saving throw versus poison at -3 (**DC18 Constitution**)

or fall into a fast slumber. For those making the saving throw, they can enjoy a fine smoke until the elf evaporates once more, and each gains 1 Point toward the final outcome.

Detect magic spells will reveal one of the chairs has a removable cushion known as The Cushion of Utter Calm. While seated on it, a character will gain a temporary +2 bonus to their Wisdom score. However, if this cushion is removed, the entire party will get a Negative 1 penalty toward the final outcome.

5. Laboratory of Endless Potions:

Within the confines of this chamber a veritable rainbow of multi-colored vials and tubes stretch like a leviathan over a network of long tables. Notes, scrolls, and the like cover what space is left over.

Standing amid the controlled chaos, the elf wears a long pockmarked brown leather apron, long brown gloves, and a set of goggles rest atop her head. Smiling her charming grin once more, she invites any takers from the party to come to her work station and partake in her alchemical experiment.

Like the cooking test from the Kitchen Chamber, this is another test of the characters attributes. This time, the characters’ will need to use their Intelligence and Dexterity divided by 2 and rounded down. A success, and the

character walks away with a vial of alchemist's fire and 1 Point toward the final outcome. A failure, and the GM can describe whatever kind of explosive situation desired, but it should not be life threatening.

Once the experimentation is complete, the elf will excuse herself, step behind a metallic screen in the back of the lab, and disappear. As always, a single exit can be found in this room.

Within the laboratory, there is a Decanter of Endless Potions, but again, if taken from the room, the entire party will be subject to the Negative 1 penalty.

6. Bedchamber of Countless Passions:

The sweet smell of flowers and exotic perfume fills the air as the door opens to this luxurious bedchamber. The room is dominated by a four-poster bed replete with heavy auburn drapes and gold embossing. To the left of the bed a small washstand and full-length mirror stands, and to the right a folding screen is open to reveal a painting of strange underground fungal gardens.

Stepping from behind the screen, as though perhaps just appearing from the Laboratory, the female elf saunters forward wearing a sheer nightgown that leaves little to the imagination. Moving close to the curtains of the

bed, she slides one slightly back and says, *'Make me laugh, and I'll invite you in'* before sliding down to take a seat on the bed's edge.

Another test must be made here, this time utilizing the Charisma of the characters. It doesn't matter the sex of the character, simply their ability to make d20 roll below their Charisma. If the campaign is utilizing Comeliness, this roll is adjusted downward by -1 for 13-15, -2 for a 16-17, -3 for a 18 or higher. Those making the roll will successfully entertain the elf, and Bard characters may also utilize their natural talents giving them an additional -2 to their roll. All characters succeeding in the roll get at least a smirk from the elf, and receive 1 Point toward the final outcome. Once anyone who wishes has made an attempt, the person with the lowest score will be invited into the bed, where she slips first. However, when the character gets inside, the bed is empty.

Upon further magical detection, or a 1 **(DC 20 Perception)**, characters can find that the cover on the bed is actually a magical item called a Comforter of Shuddering Pleasure. If employed on a bed while two people are in the throes of passion, each will achieve a cacophonic and simultaneous release. If the item is taken from the room, like all items before, the entire party will get the Negative 1 penalty to the final outcome.

7. Bath of Serenity:

A subtle mist that hangs in the air and settles on your skin in a fine sheen billows forth as you open the door to this chamber. The sound of running water, and a palpable sense of heat envelops the room and your shoes slip along polished and damp marble flags.

Coming forth from the mists, and wrapped only in a slight towel, the female elf gives you all greeting before offering you all a fine bath. She will join the party in a massive marble pool, slipping in between thickenings of mist and then letting out a contented sigh.

This is perhaps the easiest of the tests, yet problematic for some characters. It represents the ability of a Mithel Champion to unwind with his or her compatriots under any circumstances and not be shy about how it's done. Anyone taking a relaxing and luxuriant bath will be awarded 1 Point toward the final outcome.

Sitting beside a large collection of soups and salts is a Censor of Controlling Water Elementals. Again, it can be taken, but doing so will cost the entire party 1 Point that is subtracted from their total.

8. Study of the Epic Tome:

A musty odor of ancient parchment and ink pervades the vaults of this two-story library. Stacks of books are piled on

tables, scroll cases house thousands of yellowed rolls, and shelves are filled on every wall.

Seated at a high desk overlooking a half dozen smaller tables the elven female looks up from her reading, half-moon spectacles catching the light as she greets you with a terse *'shhh!'*.

After entry, the elf will come down from her desk and offer another greeting, this time asking the characters if they would assist her in 'cleaning up' the library after a particularly hardy bout of research that was just completed. Any characters that wish to assist may, and will need to roll below the combined and divided total of their Int and Str scores as they must carry loads of books to their correct places in the library. The task is long and tedious, and anyone missing their roll will be admonished by the elf for their apparent lack of an eye to detail. Those making the roll, however, will gain 1 Point toward the final outcome.

As characters move about the room, they have a chance of spotting a book of particular interest to them. This can be up to the GM's discretion, but I would suggest one of the ability modification tomes found in standard treasure volumes such as *Manual of Gainful Exercise*, etc. To find a book, each character gets a standard search roll 1-2 (**DC 15 Perception**), and make sure the book they find is important to them in particular, so don't roll randomly.



If ANY book is taken, all characters get the Negative 1 Point toward the final outcome.

When all books have been put back, the elf will thank the party, adjust her glasses, and then disappear.

9. Trophy Room of Grand Creatures:

Entering this chamber your hands immediately go to weapons and spell components as you are surrounded by

dozens of leering monsters. It is only after an initial shock that you realize they are all stuffed trophies, many of which you have faced in your time inside the dungeon.

Walking between the bared teeth and claws comes the elf, this time dressed in a willowy elven chain shirt, high boots, green hooded cloak, and repeating crossbow. She pushes the lip of her hood up with the crossbow and gives you all greeting.

Once she's said hello, she will offer the characters a challenge, something she calls 'The Nearly Most Dangerous Game'. This is a one-on-one combat between the character and a monster of choice by the GM. The only true combat test, this adventure will test the singular muscle of each member willing to take her up on her offer. For those accepting, they will be guided into a glowing arch that deposits them into another small series of rooms where their personal monster is held. If they survive, they will be teleported back to the Trophy Room and gain 2 Points toward the final outcome. Anyone not taking the challenge will be able to stay and discuss 'game hunting' with the elf. She will provide them each with knowledge (assuming they ask) about a particular creature they personally do not like. This knowledge will translate into a type of favored enemy bonus of +1 to hit against that creature permanently.

When all combats have concluded, the elf will again tip her hood to the company before guiding them through the trophies to a set of double doors. When she draws near, she will turn immaterial and pass through, leaving the characters to follow after her by opening the doors.

10. Champion's Chamber:

A fine study warmly appointed with rugs, wall hangings, and a large desk take up the bulk of this room. Sunlight streams in through a large window, although you cannot make out an actual

nature scene more than what appears to be wispy clouds outside the glass panes. Seated upon the desk is the now familiar elf wearing some kind of phosphorescent leotard. She now seems to have small nub horns growing from her forehead, and her hair is a lustrous blonde with a touch of silver-grey in it. Behind her in a chair is a handsome dark-skinned elf who greets you with a thin smile. Before him, leaning against the side of the desk, is a strange curved sword that emanates with a palpable dark essence.

The male elf will offer a greeting to the party and then launch into the following speech: ***'I am what was once Mithelvarn, or so I am told in the echoes that resound in my mind. The journey you have just undertaken through these chambers has delivered unto me an answer to the question for which you have sought in coming here, that being who among you, if any, is the Mithel Company Champion of the Ivory Scimitars.'***

Now, as the GM you will have tallied the total number of Points and hopefully have a clear 'winner' that the Mithelvarn construct (actually a type of hologram created by the Infernal Machine) can bestow the title to as well as the special abilities. However, if there is no winner, Mithelvarn will tell the party they

have failed to prove themselves worthy of the honor and then they will be promptly teleported back to the dungeon entry. If there happens to be a tie, the GM will be forced to choose who wins depending on how the outcome of each test played out. Better rolls, a quicker monster defeat, a character who took nothing from any room, etc., should help determine this.

Once the GM knows the winner, the Mithelvarn hologram will announce the name, and afterward all will be teleported back to the dungeon entry. No matter what, any collected loot from the rooms will stay with the party (everyone needs rewards, right?) and I would deem experience here to be whatever the GM normally bestows for good role-play and the completion of a particular adventure/quest. As it is your sandbox, you'll have to determine how best to do this.

Thus this mini-adventure comes to an end, and I hope it was a fun one for the players and helps to give them a break from the fighting slog that Roslof Keep can sometimes feel like.

Credits:

Authors: Scott Taylor & Mark Timm

Editing: G. Scott Swift

Cartography: G. Scott Swift & Scott Taylor

Design/Layout: Andrew Rodgers

Cover Art: 'Mithelvarn & Daughter' by Eric Vedder

B/W Interior Illustrations:

Johnathan L Bingham

Playtesters: Sean Murphy, Kelli Lind, Peter Gordon, Jeremy 'Pugs' Osteen, Sean '2.0' Maher, Ray Crum, David 'British Dave' Warne, and 'The Monon Group'.

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THE FOLIO

- Balcony Post
- Door
- S- Door, Secret
- Fireplace
- Privy
- ▨ Stairs
- - - Wall

