

THE ROSLOF

Scott Taylor and Mark Timm



The Complete Roslof Keep Campaign

This fully compiled mega-adventure is compatible with 1E and 5E mechanics and will take characters from 1st level through the mid-teens.



For beginners and experts, players and DMs, this book provides all a gaming group needs to run the complete Roslof Keep Campaign including new races, monsters, dungeons, side-adventures, and more. Will you be the first to conquer mad fey Mithelvarn's Labyrinth?

THE FOLIO

The Complete Roslof Keep Campaign

by Scott Taylor and Mark Timm

INTRODUCTION: Your Sandbox On Rails...

I had a lot of options when I sat down to design this module, but in the end I decided that I wanted it to be what I remembered most fondly about the adventures I purchased as a kid in the early 1980s. That fondness came not only from the crisp writing of the module, but also the feel of the adventure through the eyes of artists like Jeff Dee, Erol Otus, Bill Willingham, and Jim Roslof, all great storytellers in their own right.

Within this module, I hope you sense the same depth of adventure with the artwork I've chosen, but more importantly, I hope that what I've created allows for a seamless transition into the exact setting of your own sandbox. Now, that isn't to say this is a 'free range' module. It's not, far from it, but I feel like it draws on aspects of Gygas's Descent series in that you are pulled inexorably along in the current of a great river of a story, and through your work as a DM, you should be able expand the scope beyond the required crawl. In development, I made sure that the party never found themselves alone in the wilderness, but instead always had a strong base of operations, so I hope that is something you will take to heart.

The campaign in Roslof Keep is designed around a small keep in the wilderness, set along an ancient trade road, and built on the ruins of a long dead civilization. All these details, while inherently 'cool' in themselves, can be very easily picked up and placed wherever you as the Dungeon Master would like to put them. I'm here not to instruct you on a world you've got to learn, or impress you with a dissertation on some fantasy history, but instead open a door, that once inside, you can explore through your own imagination.

This module is the sturdy framework, and I think these 'bones' are incredibly fun and will lead to many great stories, but that is the key, they are your stories and not mine. By making Roslof Keep your own, it can be as vividly memorable to you as The Isle of Dread ©, The Village of Hommlet ©, and of course The Keep on the Borderlands © were to me.

As you look at what I've done to help you get started, I hope you'll expand on the ideas, make this setting your own, and have some absolutely fantastic adventures! As I like to say, 'read quick, run lean, and be more about the tale than the dice'. That is why I created The Folio in the fashion that I did, and I hope you enjoy the end result.

Scott Taylor

Part Two
of
The Roslof Campaign

ROS2 The Tremors
in the Machine
New Monster:
Lowl
Gazetteer NR2
Daern Kelton
Standard Dungeon
Expansion Levels
3-5



Part Four
of
The Roslof Campaign

ROS4
Secrets of the
Wildlands
New Monster:
The Burning Dead!
Gazetteer NR4:
Goblin Wildlands
Dungeon Expansion
Levels 6-8
(both 1E & 3E format)



Part Six
of
The Roslof Campaign

ROS6 Realms of Madness
and Despair!
New Monster: Candon
Gazetteer NR6 Dealing
with the
Final Floor!
Dungeon Expansion Levels
10-12
(in both 1E & 3E format)



The Complete Roslof Keep Campaign

Folio 1

ROS1 Beneath Roslof Keep

An Adventure for Characters Levels 1-3

ROS1.5 Welcome to House Aldenmier

Folio 2

ROS2 Tremors in the Machine

An Adventure for Characters Levels 3-5

ROS2.5 Test of the Tower

Folio 3

ROS3 The Curse of the Violet Corruption!

An Adventure for Characters Levels 5-7

ROS3.5 Dire Run to House Fleetwood!

Folio 4

ROS4 Glade of the Burning Dead

An Adventure for Characters Levels 6-9

ROS4.5 Hammer's Fall in Anarchy

Folio 5

ROS5 Deep Dive in the Flooded Halls!

An Adventure for Characters Levels 8-10

ROS5.5 The Mithel Company Champion

Folio 6

ROS6 Realms of Madness and Despair!

An Adventure for Characters Levels 10-12

ROS6.5 The Final Banner

RACES OF THE NAMELESS REALMS,
1E & 5E blank Character Sheet, Iconic Characters

The Complete Roslof Keep Campaign

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ISBN: 978-1-940528-30-4

This is a work of fiction. All characters, places and events portrayed in this publication are either fictitious or used fictitiously.

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Ordering Information:

For details, contact the publisher at the address above

Dedication

I would like to dedicate this volume to all those people who pledged so generously on Kickstarter, not only for this hardcover edition, but also for the six Folios that it was created from. You have all made miracles happen, and I couldn't be more proud to bring this to you. As always, without you Art of the Genre wouldn't exist, and for that I can never thank you enough.

Also, I have to give thanks to the small staff at Art of the Genre, Andrew Rodgers and G. Scott Swift. They are the glue that holds all these products together and I would be lost without their hard work and dedication to the craft.

THE FOLIO

Folio Module ROS1

Beneath Roslof Keep

An Adventure for Characters Levels 1-3



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Folio Module ROS1 Beneath Roslof Keep
by Scott Taylor and Mark Timm

Roslof Keep

Fourth Age: 3336

Population: 4930

Lord: Samuel Snee (Age 68, Lawful Evil)

Sheriff: Barist Mourn (Lawful Neutral)

Provincial Ranger: Carlson The Tall Pine

[Chaotic Good]

Priest: Briar Quinn of White Teeth Bay

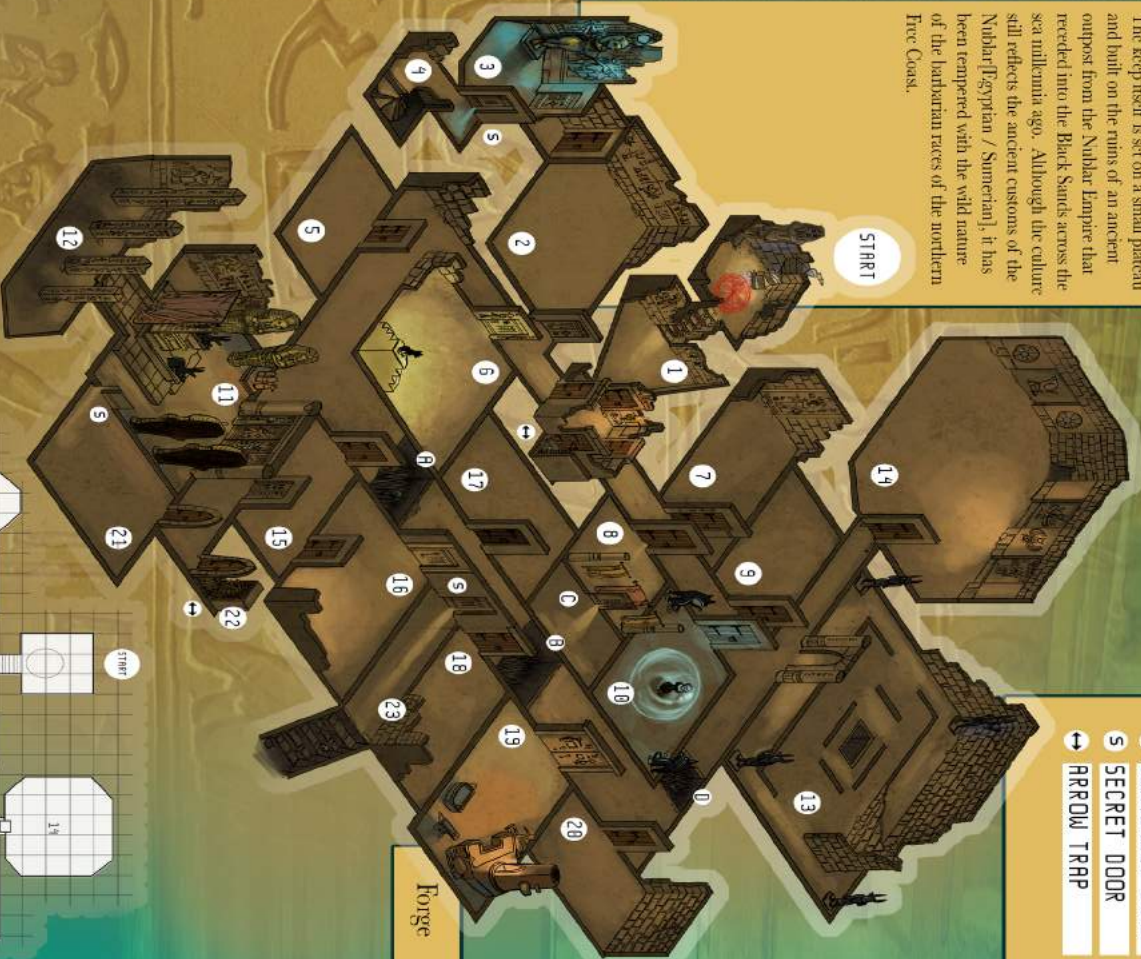
- A: Traveler's Inn
- B: House Aldenmier
- C: House Bri'ynn
- D: House Narolo
- E: House Ivy Brace
- F: House Yara'ki
- G: House Marung
- H: Entrance
- I: Tower of Light
- J: Honest Blade Smithy
- K: 'The Backpack' Provision Store
- L: Taux Trade House
- M: Main keep
- N: Wizard's



Village

The keep itself is set on a small plateau and built on the ruins of an ancient outpost from the Nuhbar Empire that receded into the Black Sands across the sea millennia ago. Although the culture still reflects the ancient customs of the Nuhbar (Egyptian / Sumerian), it has been tempered with the wild nature of the barbarian races of the northern Free Coast.

START



- C CONCEALED DOOR
- S SECRET DOOR
- ARROW TRAP

Part One

of

The Roslof Campaign

ROS1 Beneath

Roslof Keep

Standard Dungeon
1-3rd level



Folio Module ROS1

Beneath Roslof Keep

An Adventure for Characters

Levels 1-3

CAMPAIGN BACKGROUND ON

Roslof Keep

Roslof Keep, situated on the eastern edge of the Oakfield Province and bordering on the Kelmalin Wildlands, has become a bustling trade town in recent years. It acts as the last human bastion along the trade road from Ketton Keep in the west to Perlout of the Tall Ships on the eastern shore of the Free Coast. With a population of nearly five thousand, it is the largest settlement among the Daernlands of Oakfield and is also a destination spot for adventurous folk seeking fame and fortune in the wildlands. In those rugged forests and hills, such legendary sites as the Chaotic Caverns, Unknown Deeps, and Verlund's Labyrinth attract hundreds of free companies each year, but the real allure for most treasure seekers is the chance to join up with one of the famed seven banner companies of Roslof Keep.

These seven companies each carry one of the artifacts of the mad wizard Mithelvarn, who created a dungeon of unknown proportions below Roslof Keep. This mad black fey, a wizard of the order of Black and Gold, is said to have created, to some mad design or purpose, an 'Infernal Machine' deep within the maze of tunnels that regulates and repopulates the rooms within.

Untold riches and danger are a constant presence within the dungeon, but not all those who seek fame and fortune may enter. The dungeon is protected from intruders by a magical membrane that cannot be passed unless those seeking entrance carry one of the Mithel Standards. Once a standard is placed in one of the seven stands at the dungeon's entrance, the sworn-in and contracted members of the company possessing it are allowed full entry to the labyrinth below.

The possession of one of these banners is of incredible value, and so each is heavily guarded when not in place at the dungeon entrance (as once in place, it cannot be removed unless the entire company who placed it is dead or removes it themselves). Great houses have risen up in Roslof Keep, each fronting one of the seven companies. They are constantly vying for supremacy over the dungeon's riches, the greatest of which is said to be Mithelvarn's Elixir of Immortality housed within the Infernal Machine itself.

Enter the player characters, who will be signed to a writ to become members of the once dormant Company of the Ivory Scimitar of House Aldenmier. The languishing house possesses a Mithel Standard, allowing it access to Mithelvarn's Dungeon. With luck, intelligence, and skill, they might survive to become legends of the Free Coast, but only time will tell.

The keep is set on a small plateau and built on the ruins of an ancient outpost from the Nublar Empire that receded into the Black Sands across the sea millennia ago. Although the culture still reflects the ancient customs of the Nublar [Egyptian/Sumerian], it has been tempered with the wild nature of the



barbarian races of the northern Free Coast. One point of note, much of the underlying flavor of this module is Egyptian in design, so utilizing that as a DM will be a great way to incorporate old gods, ancient rituals, and even odd treasures as you like.

Below the keep, along the great trade road running east and west between the Citadel at Ketton and Perlout of the Tall Ships, rests the small town of Daern Kelton. Although not detailed in this adventure, the town will serve the players as the campaign grows, but for now, adventuring should revolve around the few services that the keep offers near House Aldenmier (where the characters will be housed and protected to some degree).

Of the shops and services inside the keep proper, these are the most important to the adventurers, but other shops and contacts can be added at the Dungeon Master's discretion.

Roslof Keep: *[Fourth Age: 3836]*

Population: 4930

Lord: Samuel Snee *[Age 68, Lawful Evil]*

Sheriff: Barist Mourn *[Lawful Neutral]*

Provincial Ranger: Carlton

The Tall Pine *[Chaotic Good]*

Priest: Friar Quinn

of White Teeth Bay

He has two acolytes, both of whom are under a vow of silence

Honest Blade Smithy:

Proprietor: Yorul Hammershoe

[Hill/Copper Dwarf, 4th] [Lawful Neutral]

The basic instruments of combat can be found here, with a small number of lesser magic blades. Yorul is a fine craftsman in his own right, but much of his stock comes from the Citadel of Ketton or the dwarven City of Stone to the north. If the characters do need custom gear, Yorul can make it, although it usually takes him a good bit of time to do so.

Traveler's Inn:

Innkeepers: Ethan Hardy & Sister Ola Manse

[Humans, 3rd & 4th respectively] [Neutral Good]

Thirty-year-old Ethan Hardy and his widowed sister Ola Manse run the Traveler's Inn which they inherited from their parents. They are fine hosts and will offer any banner companies private tables to discuss business and be left alone by travelers seeking to get autographs or otherwise 'pester' the customers.

'The Backpack' Provision Store:

Proprietor: Laris Widecap

[1/2 Elf, 7th] [Lawful Good].

Old Laris Widecap always wears a dark wide-brimmed hat and is a skilled trader who sets fair and just prices for his provisions. He has worked in Roslof for nearly fifty years and knows many old stories and rumors, most of them untrue.

Taux Trade House:

Coppersmith's Guild of Taux:

Representative Rummel Rubybrow

[Hill/Copper Dwarf, 5th] [Chaotic Neutral]



Rummel is the Keep's fence and will gladly exchange gems for gold or purchase any other loot taken from the dungeon. His haggling skills are legendary and he will do everything in his power to get the best deal possible before shipping his newly acquired products south to the great trade city of Taux. Rummel has also been known to steal treasure when possible and isn't above pocketing 'extra' coin during a transaction.

Wizard's Conclave Tower:

Order Representative: Molo of the Five Wives

[Human, 8th] [Lawful Evil]

Molo is a round-stomached and middle-aged man of Herodian [Egyptian] blood from distant Karwell on the Sands. He has two golden sheaths on the fingers of his right hand which he will click together when thinking, often unsettling those he is dealing with. For wizards and other spell-users, Molo is the only source of magical goods in the Keep. His prices are a bit on the high side, but he does sell goods for creating scrolls and has a number of spells in his own library that can be sold to players as needed [55% chance of having any spell below 5th level]

Tower of Light:

Curate: Father Franco Lyon

[Human, 9th] [Chaotic Good]

Father Franco is a good man, and will be friendly and as helpful to the player characters as he can. He is a great source for potions of healing, and can be devoted to any god the dungeon master chooses.

Dungeon Master Notes & Suggestions

The following notes are provided for the Dungeon Master to provide a better understanding of the overall setting concept and to include insider information vital to a vibrant and memorable gaming experience.

1. This is best run as a David versus Goliath scenario where the party members are a ragtag group of underdogs that has one last shot at redemptive greatness. I'd suggest they not know one another, come from varied backgrounds, and be forced to work together. They will be opposed by the more experienced and well-equipped adventuring companies of the other great houses of Roslof Keep.

2. House Aldenmier, which will be the player's key into the dungeon, is a failing house among the rich and noble lords of Roslof Keep. Their patron, Lord Tyrand Aldenmier, is without an heir, has lost his wife years before to a tragic drowning accident (more on this later), and now sits in a crumbling home

with only the Mithel Standard of the Company of the Ivory Scimitar remaining from his once great wealth. The players are his last hope, and he will offer them 50% of all wealth they acquire in the dungeon as part of their contract. Devote a session to work out the details of the contract with the players, using it in any way you like, either for or against them. But keep in mind, Lord Aldenmier is a good and honorable man. Remember, all contracts with players can be different, and it is recommended to keep them private and let the players speak about what each 'won' in their respective bargaining. Thus, some players might actually take a percentage less than 50%, or have a longer or shorter timed contract (perhaps 1 year versus 5 years), etc. These contracts are a fun way to either unite or divide the party, and will certainly add a degree of table talk and role play.

3. All other house companies will be trying to murder the party once they go into the dungeon, some more than others. Remember, if all party members are killed inside the dungeon, another house company can claim the banner. The party has one thing in its favor, currently few house companies lurk on level one of the dungeon, and it is time consuming to come back up and track down another company.

4. Create outside pressure and motivation! Each character needs a backstory that only they know, something that has brought them to the dungeon and won't easily let them leave. This dungeon is not an easy task, especially with other companies involved, and characters might want to bow out, but a strong outside motivation won't allow that. Ideas might include a love that the character can only marry if they defeat the dungeon, a dying parent who needs the elixir, a family sold into slavery that only a large fortune could buy back, a sentence of death that the player is avoiding and can get removed if they can bring back an item rumored to be in the dungeon, etc. All these motivators are external, thus it is never about the character personally, but instead something that drives them outside their own greed, lust for adventure, or need for fame.

5. Take your time! This is the most important feature of this dungeon. It isn't a one and done delve, and is meant to confound and expel the adventurers day after day after day. When I've run it, playing one session a week, the first level of the dungeon typically takes up to six months to clear. After any encounter, use wandering monsters to vex and expel the adventurers from the dungeon, use the fear of attack by tougher companies when they are weakened, and feel free to increase the threat level of any encounter as you see fit. You are the Infernal Machine! The players should fear getting too beat up on any particular delve and should be wary of ever spending the night inside the dungeon to rest! In this fashion, the dungeon ceases to be a one shot encounter zone, but instead is a tapestry that weaves around the players. And last but not least, the players must clear every room in the dungeon at least once before the magic in place will allow them access to the level below, which will add more time to the adventure.

6. Keep the players close to home! The adventure is built to take place inside Roslof Keep and the dungeon itself. Outside forces like the other houses and the oppressive soldiers of Lord Snee, who is determined to keep the players inside his walls, can be utilized to keep the players near House Aldenmier and only using the resources available to them inside the keep. Once they've established themselves within the keep, and have gained some prestige and levels, the campaign will expand outward with the introduction of Daern Kelton and the surrounding country in The Folio #2.



7. Experience points should be provided to players in small doses, thus, even though it might take six months to complete the dungeon's first level, the characters should not have progressed much past 3rd level. This might sound harsh, but I promise that the players will be prouder of those three levels than many other levels they have achieved in past adventures.

Overall Story Arcs and Threads

Beyond the characters' own story arcs, there is an underlying arc within the campaign, the one centering around House Aldenmier. This campaign has layers, and beyond your players' own needs, they will quickly find themselves smack in the middle of a feud in which all the other Roslof houses are hungry for the end of House Aldenmier. The following adventure threads should have the groundwork laid out over the course of the first adventure.

1. Lord Samuel Snee, Castilian of Roslof Keep, wants a company banner for his own family and will readily use his personal cronies to harass the players, attempt to cut deals for backstabbing House Aldenmier, and once rebuffed (assuming he is!) will become a deadly enemy. At some later point, it can be revealed that Snee actually murdered Lord Aldenmier's wife, in hopes of ending the Aldenmier family tree. He pushed her down the well at the back of her house, where she drowned.

2. Molo of the Five Wives acts as a magic vendor in Roslof Keep. He will attempt to barter his magical items and spells in exchange for a marriage contract with any female character in the party. If he does gain a marriage vow, he will then try to exploit the union with charm spells that will help him gain the House Aldenmier company banner by any means he can contrive.

3. House Bri'yann is the wealthiest house in Roslof, and is anxious to add a third Mithel Standard to their collection. Although they will not move directly against House Aldenmier, they have instructed the lesser of their two companies, the Men of Iron, to 'hunt' the Ivory Scimitars whenever the opportunity presents itself.



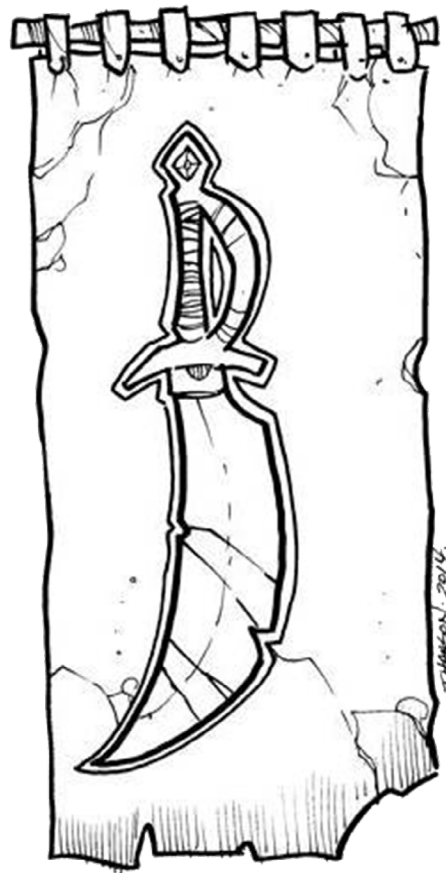
4. The Laughing Beasts are an odd company, and are run by a lowl [see The Folio #2, but for standard gaming purposes use stats for a gnoll] who straddles a razor's edge between power and honor. He doesn't speak to anyone outside his cohorts, but his company is second in strength only to The Gilded Lancers. As a 'right of passage', the DM should have the Laughing Beasts pass by the Ivory Scimitar inside the dungeon after the players have had a particularly hard battle. I usually have this happen close to the entry, with the Beasts moving into the dungeon while the party is trying to escape. The Beasts will move silently past the party, only to have the leader stop, turn toward the Ivory Scimitar's leader (or caller if no true leader has been named) and run his sword into the character's gut. After doing so, and still without a word, the Beasts will then move on. The blow isn't meant to kill the player (and should be identified by a cleric or other healer as 'well placed' to avoid his vitals), it is meant to initiate him or her into the life of being a company commander. Each player should also realize that it would be suicide to attack the Laughing Beasts at this point, and this should be emphasized before the attack. This establishes two things—the dungeon has dangers beyond itself, and the Laughing Beasts, while powerful, are not after the Ivory Scimitar's banner and therefore might be counted on at a later date.

Greater Houses

House Aldenmier

Dating back to the time of the Great Plague, this family has been an integral part of Daern Kelton and Roslof Keep as long as anyone can remember. Some rumors still persist that they are part of the great line of Fleetwood Kings that now sit on the imperial throne in distant Nextyaria. Whatever the case, Lord

Tyrand Aldenmier looks to be the last of this branch of the family. After losing his wife fifteen years ago to a tragic drowning, he retreated into himself, disbanded his successful adventuring company, and has stayed alone in his decaying house ever since. Now, however, with the threat of losing his company banner, and his own suspicions that his wife's death might not have been an accident, Tyrand has decided to revive his company in hopes of saving what honor remains to his house. To do this, he has recruited a group of misfits that he believes might be reshaped into a powerful band capable of taking on the dungeon. He also wants the characters to help protect his house, and beyond that perhaps solve the mystery of his wife's death, as well as attaining the Elixir of Immortality. With that fabled treasure, he might just be able to save his failing family line. Tyrand is a robust man, a former fighter of moderate level, and his appearance belies his actual age. Although sad in his eyes, he will always greet the characters with a smile and typically attend them at dinner whenever they return from the dungeon. He will not, however, discuss his own time in the dungeon, and will retreat to his chambers if pressed about the dungeon or his family.



Ivory Scimitar:

This company was something to be respected nearly two decades ago, but now it is an afterthought, having not ventured into the dungeon in more than fifteen years. It is the players' task to re-establish it as something to inspire the common folk of Roslof Keep and Daern Kelton. Adventurers from the banner companies are like modern day sports stars, and the DM should use this to instill a feeling of fame among the characters. Children will want autographs, and merchants (once the company is more successful) will want to pay the characters for advertising their wares. Being a company member can be very lucrative, and this carrot should be dangled at every opportunity.

House Bri'yann

The largest and most successful of the Roslof houses, Lord Alabys Bri'yann traces his line into the Grand Duchy of Gariny and the DeLake Kings. He is, however, not an honorable and righteous man as the Lords of Gariny are said to be, but instead is obsessed with wealth, power, and immortality. His house currently fields two companies, the powerful and beloved Gilded Lancers, and the workhorse Men of Iron. Alabys will stop at nothing to obtain what he wants. He will try to compromise the Ivory Scimitar in many devious ways to prevent them from success within the dungeon.

Gilded Lancers:

This company is the most powerful currently delving into the dungeon. Its leadership does not give much thought to other companies, instead concentrating on the endgame and the discovery of the Infernal Machine. There should never be much of a real threat against the Ivory Scimitar from the Lancers, but that shouldn't necessarily be known by the players. The Lancers are a company of humans led by an elf. They are all considered to be 'beautiful people', and their equipment and reputation is spotless. Beloved by the residents of the town, many youngsters aspire to be a Gilded Lancer when they grow up.

Men of Iron:

This is the interference company of the dungeon. Its purpose is to deflect outside problems from the Gilded Lancers while the Lancers do the important work. They are enforcers and predators inside the dungeon, and although they typically do stay much lower than the first level (level 3 and 4), they will harass the Ivory Scimitar if ever given the chance. Currently, however, the Men of Iron are in a blood feud with the Black Vanguard, so these two companies are keeping each other busy. They are both weary from sneak attacks, thus freeing the Ivory Scimitar to delve the 1st level, assuming they do so covertly. For game purposes, the Men of Iron are a heavy fighter company, mostly human, and should be considered to be 5th to 8th level.

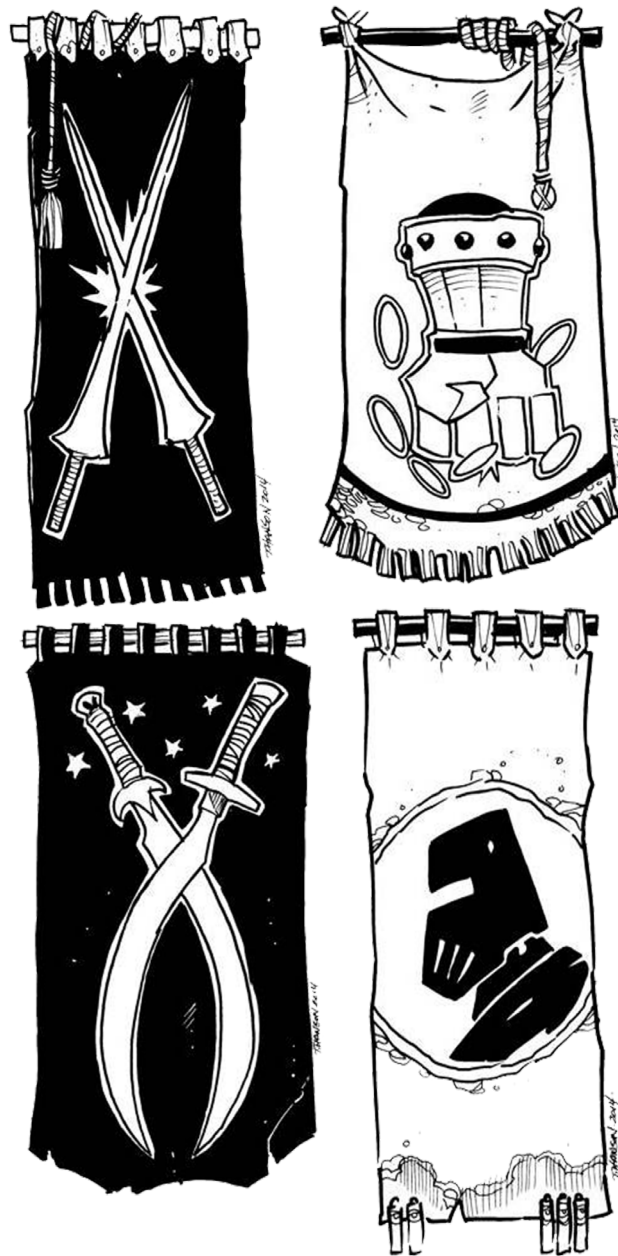
HOUSE NAROLO

Jasra Narolo was once a high courtesan in Taux, some even saying she worked as the madam of the Silk Purse, but now she has come north seeking fortune in the dungeon. How she gained access to the Blades of Shadow banner is also something of a mystery, although many believe a paramour of hers willed it to her when he died at sea making the crossing from the Free Coast to the Opal Gates.

Jasra is a lovely woman of Shona [Nubian] ancestry who appears much younger than her story implies. Many believe she has some hidden store of magic to keep her young, but whatever the case, she is a highly intelligent and shrewd businesswoman. She does not actively seek another banner for her house, but if given an opening, she would certainly take one.

Blades of Shadow:

The newest company to the dungeon (outside the Ivory Scimitars), the Blades have made it to level 3, but still find that they must maneuver around the more experienced companies if they want to survive. There is a chance they could be a helpful ally to the Ivory Scimitar, but if things go badly, they could also be a nasty enemy, as they could turn on anyone they see as too weak if opportunity arises. The current roster of the Blades is fully human, the leader another Shona woman who made her name as a gladiator in the Opal Gates and far Zimbolay. Stout as an ox, she drives her company hard, but has a happy temperament when in her cups at the Traveler's Inn, and will raise a pint with any other company if given the chance.



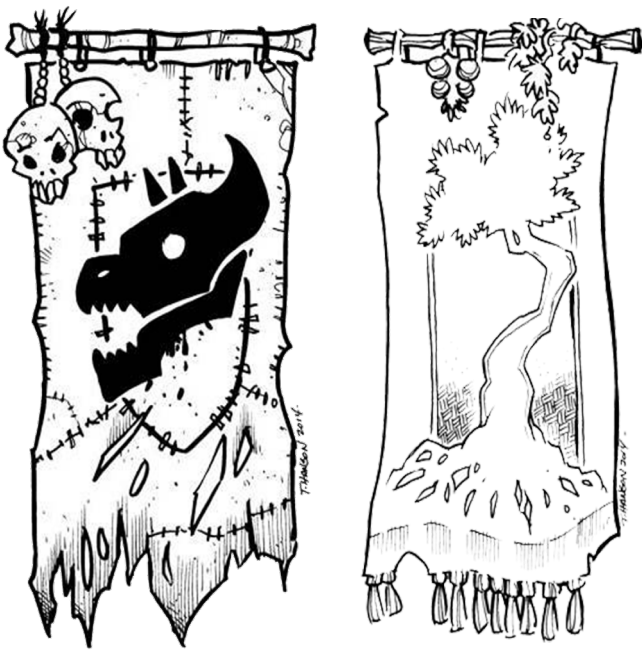
House Marung

Doomhammer Marung, a red-bearded dwarf of Karas, runs this house with an iron hand and a will bent on gold. His greed motivates him more than anything else, and he's been known to jeopardize his company's well-being if he sees a quick profit in it. Certainly not the best boss, Marung still holds great power among the houses for his connection to the wealth of the dwarven clans around the New Kingdoms.

Ever short sighted, Marung doesn't seek another banner, but instead only cares about pulling riches from within the dungeon, seeing it like a mine where the veins never run dry.

Black Vanguard:

'The Blacks', as they are sometimes called, are a tough lot. They hold a 'tank' mentality, staying clear of most magic-users and instead trying to power their way through the dungeon on blood, steel, and will. No one has ever accused the Blacks of being overly intelligent, but they do respect their ability to survive. Led by two dwarven captains, this company does have an experienced cleric [Dwarf, 10th level] who sometimes freelances for other companies if contacted 'topside' of the dungeon.



House Vara'ki

Lucian Vara'ki is an enigma. He and his family keep to themselves, and some whisper he is diseased, or worse, cursed. Whatever the case, the Vara'ki field perhaps the most bizarre company in all of Roslof Keep. This, combined with the mysterious nature of the family, keeps the locals talking about just what the true purpose of the house's participation in 'The Delve' is about.

Laughing Beasts:

A ragtag group of racial oddities, the Beasts have found a way to cobble together a collection of races that shield each other's weaknesses and foster each other's strengths. Next to the Gilded Lancers, the Beasts are the most powerful and revered company in the dungeon.

The company is made up of a lowl [gnoll] leader, an enormous lizardman, two delving orcs, a hobgoblin martial artist [monk], a half-ogre, a human [lycanthrope wererat] cleric, and a kobold sorcerer.

House Fey'Brace

If not for House Aldenmier, House Fey'Brace would certainly be the biggest joke of Roslof Keep. Ran as a bi-partisan collective of elves and halflings, House Fey'Brace is slow to act and hard-to-impossible to understand. Even with all this, however, they do manage to keep themselves in the mix and seem to have a never-ending stream of resources to put forth into their company.

Brothers of Earth:

'Earth' in this case seems to mean nature, as the elven and halfling members of this company trend toward the ranger and druid classes. The company seems to desire destruction of the dungeon, as it can offer immortality, a curse in the eyes of the Brothers of Earth. Moderately powerful, the company has been said to have achieved the fourth level of the dungeon on more than one occasion. If the Ivory Scimitar is ever too hard pressed, the Brothers of Earth might be used to help swing an encounter back in the player's favor. Adept healers, the Brothers will provide healing as they can to injured parties within the dungeon.

The Infernal Machine

What exactly is the Infernal Machine? Well, that is up to you! To be honest, in all the play involved in this adventure, not one party has ever made it to this magical generator, and yet all would consider their time in the dungeon an overwhelming success. In truth, the adventure should be more about the characters discovering that survival is more important than the completion of the dungeon, and typically end their contracts and move on to brighter days outside Roslof and its politics.

Whatever the case, to me, the Infernal Machine is the Dungeon Master. It is your physical hand into the world of the game, and I'd suggest you use it as such. It should be a learning, adaptive, and vexing presence that always seems to know what the players are planning, and only occasionally can be outwitted (like when the DM actually is, or you witness cooperative play so good, you are happy to let the players 'win' a round with the machine).

If you need something more concrete, the Infernal Machine is a magical generator, located somewhere deep within the labyrinth. It can manifest treasure, magic items, and monsters anywhere inside the dungeon it chooses. My only 'hard' rule concerning it is that it doesn't manifest monsters in rooms that have been cleared **AS LONG AS THE PLAYERS KEEP THE DOOR OPEN**. Once closed, all bets are off! I also rarely created wandering monsters unless they were needed to move a story arc along (remember **YOU** are the machine). To do this, however, I typically used some of my immortal monsters, those creatures that are always lurking around to harass the players at the worst possible times and become true nemeses. These immortal monsters can be killed, but they always reappear at some later point, usually with a much better understanding of the party, and also with improved stats and items. The two immortal monsters from dungeon level one are as follows:



Kobold Sorcerer

Gex, the kobold sorcerer, is a blue-scaled little devil who loves his magic, stealing others' magic, and playing as many nasty tricks on the party as he can. He can also be comic relief, as being a solo kobold, he never really has that much of a chance of succeeding, but damned if he doesn't keep trying! Stats for Gex vary, but you can use the following as a 'base' to start him off.

KOBOLD SORCERER

Small Humanoid, Lawful Evil

Armor Class: 7

HD: 5

Hit Points: 20

Move: 6"

No. of Attacks: 1

Damage/Attack: 1-4 or by weapon type or spell

Special Attacks: NIL

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: High

Size: S

Psionic Ability: NIL

Spellcasting: The kobold sorcerer knows a limited number of spells from both the magic-user and druid lists. He should have [3] 1st level, [2] 2nd level, and [1] 3rd level. What these spells are will be up to the Dungeon Master, but as they are all 'innate', there are no true components or spell books used by the sorcerer.

Small Humanoid, Lawful Evil

Armor Class: 14

Hit Points: 7 (4d4-3)

Speed: 25 feet

STR	DEX	CON	INT	WIS	CHA
6(-2)	16(+3)	8(-1)	16(+3)	10(+0)	12(+1)

Skills: Stealth +8

Senses: Darkvision 60 ft, passive Perception 10

Languages: Draconic

Challenge: 1/10 (20XP)

Trap Layer: Kobolds excel at making traps, giving anyone attempting to find one of their traps a -1 on the Perception roll

Spellcasting

Spell Save DC 11, +3 To Hit with Spell Attack

Cantrips (at will)—Fire Bolt, Blade Ward, True Strike, Acid Splash

1st level (3 slots)—Magic Missile, Witch Bolt, Fog Cloud

Actions

Darts

Ranged Weapon Attack: Attack: +5 to hit, range 20 ft/60 ft, one target

Hit: 5 (1d4+3) Piercing damage

The Sly Six:

These 'boys' were inspired by the art of Jeff Dee and reworked by Michael Wilson in an image that I think shows you everything you need to know. They are a group of delving orcs that fight with two 'tanks' up front and four crossbowmen in the rear. The orcs have become very adept at smashing into a party's front line while also taking out their spell-casters with their crossbows. They are smart, tricky, and tough, and they will take battle trophies whenever possible (usually ears!). The leader is named Lush, a melee warrior, and his lieutenant is Olb, one of the archers. They will communicate in the orc tongue only, and will have a dialogue with the party if the opportunity ever arises, even if at the end they always choose to kill rather than have peace. Use the delving orc statistics in the New Monster section and adjust as needed.

Remember, these immortal monsters can be killed, but the Infernal Machine will remake them for later use against the party. It should be paramount you don't let the players know this fact during gameplay, thus, when suddenly the Sly Six reappear at some point, the players will be confused and probably angry as they must defeat them again. Also, if the players ever hold a conversation with another company, they will learn that Gex and the Sly Six are their personal monsters assigned from the Infernal Machine, and that each company has a different list of nemeses they fight against.

Adventure Synopsis

This campaign is meant to combine a sporting event with a dungeon crawl. The party has been brought together by the last member of a failing family line who still has control over one of seven company banners that allow access into the fabled dungeon of Mithelvarn's Labyrinth. A direct correlation with the modern day would be an old-money family that still controls a flagging sports franchise that hasn't won a league title in several decades. Most fans and other team owners would like to see this franchise sold to new money and revitalized, but the owner will not give it up, and instead tries one last time to field a team that could reverse all his fortunes.

This is where the party comes in. They are seen as a group of underachieving scabs that just might have some unseen potential to one day hoist the championship trophy and renew the public's love-affair with an underdog story.

The party will be forced to not only survive the monsters of the dungeon, but also navigate the political intrigues of the various other families trying to acquire the banner. They will need to stay alive while in the cross-hairs of the six other, more powerful, house companies that are competing against them to clear the dungeon once and for all.

To achieve the endgame, the party must eventually discover the Infernal Machine within the dungeon that is generating the monsters, claim the Elixir of Immortality it is said to hold, and restore House Aldenmier's rightful place as the most powerful and revered family in all of Roslof Keep. Hopefully, this also coincides with the various reasons each player has been brought into the adventure, but that will be at the discretion of the Dungeon Master.



New Monster: DELVING ORC

Medium Humanoid (Orc), Lawful Evil

Armor Class: 4 (scale armor + elemental hardening)

HD: 2

Hit Points: 12 (2d8)

Move: 9"

% in lair: 40%

Treasure Type: Individual L; C, O, Q [x10], S in lair

No. of Attacks: 1

Damage/Attack: 1-8 or by weapon type

Special Attacks: NIL

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Average

Size: M (6' + tall)

Psionic Ability: NIL

Elemental Hardening: As an armor bonus, all delving orcs gain at least a -2 bonus to armor class, and those with higher hit dice can sometimes gain more. Typically, this bonus equals -1 per HD, although this caps out at 8 HD.

Delving orcs, or 'delvers' as they are sometimes called, are an elementally awakened race that derives some of its latent power from the elemental plane of earth.

History indicates that they were once human-like, but were corrupted by Arcxas, the God of Night, into the dusky form they now have. Folklore indicates that they are unintelligent barbaric creatures with no society or social skills, but that is untrue. Although certainly warlike, the delvers have a strong social base revolving around a patriarchy and are ruled by a mighty despot. They revere martial prowess above all else, but are also fine practitioners of stealth and 'night-work'.

In the wild, they can be found in loose bands that stay clear of most civilization, but when a more powerful despot takes over a band, sometimes uniting several clans under a single banner, they have been known to raid into human and demi-human lands.

Those who have encountered delvers and lived to tell the tale always indicate that a strong essence of earth, like freshly tilled soil, follows them along with a tangy musk. Shamans and powerful warriors sometimes have the ability to strengthen their skin into a kind of armor by utilizing their elemental affinity, although this is unproven.

Greater delving orcs include higher hit dice monsters like the War Leader [4HD/ -4 AC] and Chieftain [8HD/ -8 AC, 2/1 Attack], with a delving orc shaman being equivalent in ability to a 6th level druid.

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 17 (scale armor + elemental hardening)

Hit Points: 15 (2d8+6)

Speed: 30 feet

Skills: Intimidation +2

Senses: Darkvision 60 ft, passive Perception 10

Languages: Common, Orc

Challenge: 1/2 (100XP)

Aggressive

As a bonus action, the delving orc can move up to its speed towards any hostile creature it can see.

Elemental Hardening

As an armor bonus, all delving orcs gain at least a +2 to armor class, and those with higher hit dice can sometimes gain more.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 9 (1d12+3) slashing damage

Handaxe. Melee Weapon Attack: +5 to hit, one target. Hit: 4 (1d6+3)

Crossbow. Ranged Weapon Attack: +3 to hit, range 30 ft/120 ft, one target. Hit:

4 (1d6+1) Piercing damage



Player's Introduction

There was a day for each of you when life was left to chance, when fate, for good or for ill, decided to turn you toward the wilderness outpost of Roslof Keep. You had heard the legends of Mithelvarn's Labyrinth, who hadn't, but few were those with the will to brave the journey into the wilds in hopes of finding a place within one of the seven companies. Yet fate stepped in, and now you sit as a guest of Lord Aldenmier in the great hall of the 7th house. As a new member of the Ivory Scimitar, House Aldenmier's banner company, you are oath-bound to carry the ancient Mithel Standard.

For that oath you will pay a price, be it in blood, in treasure, in pain, or in death, but for the chance to reap the riches of one of the world's greatest enigmas, it seems a worthy deal. The fabled dungeon resides at the center of the ring of seven houses, watched over by the folk of the keep and ready to have your banner placed in one of seven enchanted brackets that will allow entry to the dungeon. Once inside, not only will you face the living entity of the dungeon, the Infernal Machine, but also direct competition from the other six companies who look to kill you and claim your banner for their own.

Now is the time to plan your strategy, discover your inner strengths, and restore honor to House Aldenmier while bringing recognition to your families and names. Will you become a revered part of history, or a simple footnote? Only time will tell.

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

Room 1

Light from the exterior, as well as the afterglow of the magical membrane, reveals a ruined chamber with a single door at the apex of triangular walls sloping away south. Three skeletons, all ancient and covered in cobwebs, lie haphazardly around the chamber.

There is nothing of value in the room, the skeletons having been long searched and abandoned. Anyone taking the time to look over the skeletons finds that two are human and one is a dwarf. The only exit leads to the Great Rectangle which provides access to most of the rooms on the first floor of the dungeon.

Room 1A

This small square chamber is set with four doors, one on each wall. A single torch burns to the right of the entry and odd runes and glyphs decorate the ceiling. Each of the four doors is made of wood with iron bands for reinforcement. The floor is well-worn stone, and no sign of dust or cobwebs can be found here.

None of the doors are locked. The doors to the east and west lead to the Great Rectangle. The southern door is trapped. A thief actively searching for traps on the door will discover the spear trap on a successful check [+15% bonus due to poor concealment]. If the trap is triggered, all characters in room 1A are subject to possible damage. 1-3 spears will launch from behind the open door, each doing 1d6 damage to a randomly rolled character **[DC 10 Dexterity check or suffer 8 (2d8)]**. Once activated, the spears disappear after 4 rounds unless claimed by a member of the party. A claimed spear is identical to a standard spear, save that it will always point to the exit of the dungeon if placed on open ground. The door will close itself after 6 turns, ready for the next victim.

Great Rectangle

The dungeon is set around a 140' long by 50' wide rectangular hallway. Along the length of this hall, there are three concealed pit traps marked on the map as A, B, & D. Each trap, once triggered, will reset after 4 rounds and any party member moving over them will have a 3 in 6 chance of falling within **[DC 15 Perception]**. Pits A & B lie along the southern 140' section of the Great Rectangle and are filled with obsidian shards [spears] at the bottom. Any character falling into one of the 10' deep traps will take 3d6 points of damage **[DC 12 Dexterity or fall]**. Trap D is a 10' pit that is filled with excrement (from the orcs living in rooms along the southern section of the hall). Anyone falling into the trap will also have a 12% chance of contracting a disease [standard rules apply] **[DC 11 Constitution check or contract Sewer Plague, DMG pg. 257]** as well as being attacked by rot grubs.



Secret Door

Between Trap A & B, along the southern section of the Great Rectangle, a secret door leads to the second entrance to the 2nd level of the dungeon. Once revealed to the characters, read the description for room 23.

Room 2

Upon opening the door, the scent of dry air and animal-stink presses against you. The chamber is a smooth stone thirty-by-thirty foot square with glyphs in a band along the walls. Near a door in the northwest corner, five small reptilian creatures rise from a waiting position with spears and small swords at the ready.

The five creatures are kobolds [kobold guards], summoned by the Infernal Machine to do as much damage as possible to the party. They carry javelins and short blades and will aggressively attack any party member carrying a torch first, hoping to douse the light source and then use their infravision to murder the remaining blinded party members. If they do manage to destroy the party's light source, they are considered to be 1st level thieves for the purpose of a backstab roll.

[If they are successful in drowning the light, this provides all the kobolds with Advantage on attacks against creatures that can't see, and all characters thus 'blinded' are at Disadvantage when attacking the kobolds.]

5 Kobolds [AC 7, HD 1/2, HP 3, #AT 1, D 1-6]

TREASURE

The kobolds have a chest that appeared with them containing 38 GP and a Potion of Healing [2d4+2].

5 Kobold Guards [AC 12, HD 2d6-2, HP 5, #AT 1, Hit +4, Dam Javelin 4 (1d4+2), Pack Tactics (kobolds are at advantage if attacking with allies within 5 feet)]



Room 3

Behind a second door, placed ten feet from the last, an octagonal room opens before you. Sconces shine blue light down upon a sandstone statue of a nubile female. Ibis paintings, also illuminated with blue, are on either side of this statue, and standing before it is another lizard creature. He raises his dog-like snout as you enter and begins waving his hands furiously as he hisses strange words.

This creature is Gex, the kobold sorcerer, vested with the power of the Infernal Machine, he can cast a number of powerful spells. His first action [before the initiative as he easily hears the door being opened] is to cast his Shield, and then leap behind the statue. Once there, he will be heavily obscured [50% cover, +4 AC] and begins casting offensive spells as best he can. See stats in the 1st Gazetteer portion of the book.

TREASURE

The kobold sorcerer has 45 GP and a silver dagger along with a bag of herbs [1d4 uses that will add to the flavor of any meal]

Secret Door

This room houses a secret door in the southernmost wall of the octagon. Standard search rules apply [DC 12 Perception].

Room 4

Behind the secret door, a hall twists to the west and then opens into a stairwell leading down.

If the party has not cleared every room of this level at least once, read the following: *As you approach, a violet membrane appears over the stairs resisting your attempts to descend.*

If the party has cleared every room of this level at least once, read the following: *A shimmering field of violet energy gives way around you, allowing access to the stairs.*

Room 5

Large reed baskets are placed about this room, some lids having been opened and left on the floor. Large quantities of grain are within each, some having spilled on the floor.

A mischief of giant rats lives within the small maze of baskets. Once the party enters and begins searching, the rats [8 in total] will appear from all sides and attack. Rats have a 3 in 6 chance of surprising the party [DC 10 Perception will reveal rat droppings].

8 Giant Rats [AC 7, HD 1-4 HP, HP 3, #AT 1, D 1-3, Disease (5% per wound)]

TREASURE

None

8 Giant Rats [AC 12, HD 2d6, HP 7, #AT 1, Hit +4, Dam Bite 4 (1d4+2), Pack Tactics (rats are at advantage if attacking with allies within 5 feet)]

Room 6

The door opens with some resistance, a thick tangle of webs having set in against the far side. More webs dominate the interior of the chamber, stretching out to the four walls. Though impossible to discern through the thick webbing, a slight glow comes from what appears to be an animal in the southwest corner.

The glow is actually an enchanted red quartz cat statue that resides on a stepped pedestal. It has the power to purr when other adventuring parties are in the dungeon and meow when adventuring parties are on the same level as the possessor of the cat. A short-bladed bronze sword also lies on the pedestal, but it is not magical.

Four giant spiders reside deep within the web and will wait for party members to begin hacking their way through before springing their attack.

4 Giant Spiders [AC 4, HD 4+4, HP 20, #AT 1, D 2-8, Poison (save or die), Web]

TREASURE

Red Quartz Cat Statue

4 Giant Spiders [AC 14, HD 4d10+4, HP 26, #AT 1, Hit +5, Dam Bite 7 (1d8+3) + (DC 11 Constitution or take 9 (2d8) or half with made save), Web (Recharge 5-6) Hit +5, (Restrained DC 12 Strength)]

Room 7

The door opens up to the heavy stink of old sweat. The square room is unadorned save for glyphs on the walls, but toward the middle of the chamber a gang of hobgoblins turns to greet the party with weapons at the ready.

There are six total hobgoblins in the gang, 3 equipped with longswords and 3 with longbows. If possible, the hobgoblin archers will hold back behind the line and sniper shot at spell casters.

6 Hobgoblins [AC 5, HD 1+1, HP 7, #AT 1, D 1-8 or 1-6]

TREASURE

24 GP per hobgoblin for a total of 144 GP

6 Hobgoblins [AC 18, HD 2d8+2, HP 11, #AT 1, Hit +3, Dam Longsword 5 (1d8+1) or Longbow 5 (1d8+1), Martial Advantage (once per turn a hobgoblin can deliver an extra 7 (2d8) damage as long as an ally is within 5 feet.)]

Room 8

The smell of rot assails the nostrils of the party upon opening this door. The room, some twenty feet deep and thirty feet wide is empty save for the wall glyphs and three large tapestries on the southern wall. Each depicts scenes of a river with many red-sailed boats drifting down blue waters.

If the party inspects the tapestries, each character has a 2 in 6 chance [DC 8 Perception] of noticing the concealed exit behind the central tapestry. If they actively search, it will be found without a roll.

The concealed door slides open and a wave of noxious air spills out as white clawed hands come reaching out with it!

A group of three ghouls lurks in the secret room. They leap out of the door trying to paralyze the party. If any party member is paralyzed, the attacking ghoul will attempt to drag that member back through the concealed door to feed.

3 Ghouls [AC 6, HD 2, HP 8, #AT 3, D 1-3/1-3/1-6, Paralyzation]

TREASURE

6 GP are scattered around the floor inside the concealed room.

3 Ghouls [AC 12, HD 5d8, HP 22, #AT 2, Hit +2 Bite, +4 Claw, Dam Bite 9 (2d6+2), Claw 7 (2d4+2), Paralysis (DC 10 Constitution save or be paralyzed for 1 minute)]

Room 9

The door opens to reveal a long thin chamber with three ogres lounging among skins at the far end. Each brute carries a heavy studded club and bellows a challenge as the party enters. It is clear, as they raise their clubs, that they are pointing out the party's fighters.

The three ogres desire one-on-one melee combat. If the party refuses, or attacks with spells or missile fire, the ogres will pick up large stones from their furs and hurl them with deadly accuracy.

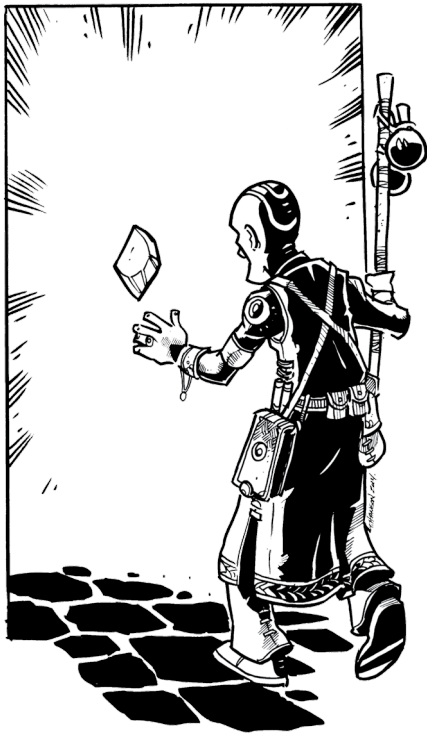
3 Ogres [AC 5, HD 4+1, HP 25, #AT 1, D 1-10]

TREASURE

None

3 Ogres [AC 11, HD 7d10+21, HP 59, #AT 1, Hit +6, Dam Club 13 (2d8+4)]





Room 10

A glow shines from within as you open this door. Inside, a thirty foot square chamber is empty save for a twinkling crimson gem suspended in thin air at the room's center. A soft blue glow shimmers around the gem, creating a translucent globe that nearly fills the room.

This is a trap room, made by the Infernal Machine to weaken the party. There is no way around the trap, save for springing it. Once a party member enters the blue glow, they will feel a compulsion to touch the gem. If they choose not to, they can leave, however, they cannot go to the 2nd level of the dungeon without clearing this room. If they do touch the gem, the blue energy explodes causing 2d4 damage [4 (2d4)] to all those in the chamber. Since there is no cover, there is no saving throw against this damage. Again, it is a weakening trap, not meant to kill.

TREASURE

150 GP value ruby

Room 11

A single large ironbound door opens into a large chamber replete with ancient decorations. Two large sarcophagi stand against both the north and south walls. Directly across from the door, a large throne sits upon a dais, flanked by two onyx jackal statues. A large tapestry behind the throne depicts human women and dark-skinned elves lounging amid silks and bowls of exotic fruit.

Each sarcophagus houses an undead, three of which are zombies and one that is a wight. If any party member touches the steps of the dais, the sarcophagi will open and the undead will attack.

Secret Door

This room houses a secret door in the southwestern corner. Standard search rules apply [DC 12 Perception].

Concealed Exit

Behind the tapestry, a short hallway leads into the true treasure room. Players searching the tapestry will discover it on a standard search role [DC 8 Perception].

3 Zombies [AC 8, HD 2, HP 8, #AT 1, D 1-8]

1 Wight [AC 5, HD 4+3, HP 27, #AT 1, D 1-4, Energy Drain (1 exp level)]

TREASURE

None

3 Zombies [AC 8, HD 3d8+9, HP 22, #AT 1, Hit +6, Dam Slam 13 (2d8+4)]

1 Wight [AC 14, HD 6d8+18, HP 45, #AT 2, Hit +4, Dam Longsword 6 (1d8+2), Life Drain (DC 13 Constitution Save or max HPs are reduced by damage taken, 5 (1d6+2) necrotic)]

Room 12

Beyond a small hall, you discover a long room with four pillars through the center and oddly angled walls at the north and south ends. Here, amid the pillars is a single chest.

TREASURE

The chest is unlocked and contains 200 GP and a black onyx ring with the head of a jackal etched in the surface, The ring is a magical Ring of Protection +2

Room 13

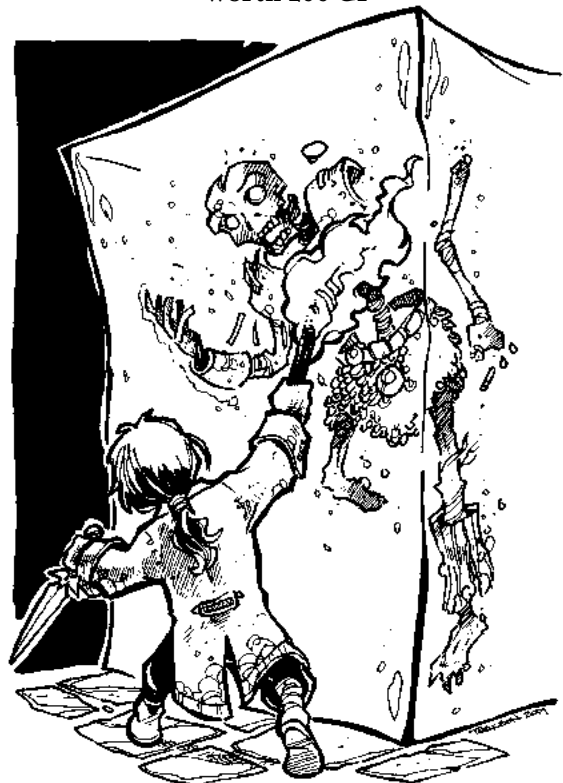
Beyond the door, a hall moves off to your right and left while also opening through a wall directly in front of you to another right and left path. The stone walls are worn smooth, as is the floor.

This is a small maze chamber, and at the center, a five-foot pit filled with gold and gems can be found. However, two gelatinous cubes lurk in the little labyrinth, and one will move to cut the party off from the exit while the other backs away until the party discovers the treasure. Once everyone is inside and trapped, the roaming cube will attack, leaving the other cube to clean up those who attempt to flee.

2 Gelatinous Cubes [AC 8, HD 4, HP 20, #AT 1, D 2-8, Paralysis (touch)]

TREASURE

56 GP and an emerald the size of a thumbnail worth 200 GP



2 Gelatinous Cubes [AC 6, HD 8d10+40, HP 84, #AT 1, Hit +4, Dam Pseudopod 10 (3d6), Engulf (DC 12 Dexterity save or be drawn into the cube and suffer 10 (3d6) per turn of acid damage (Escape DC 12 Strength))]

Room 14

The door opens into a huge octagonal chamber roughly fifty by fifty feet and set with large square flagstones. At the chamber's center, a gang of bugbears is busily building a fire, each armed with a morning star.

Unknown to the players, two bugbears lurk on either side of the entry and will immediately attack the party using surprise so that they can employ their extra damage Surprise Attack ability. The rest of the gang is pretending to build a fire to divert attention away from the entry. There are seven total bugbears in the room.

2 Bugbears [AC 5, HD 3+1, HP 14, #AT 1, D 2-8]

TREASURE

Each bugbear carries 100 SP and one of them has a +2 skinning knife in his belt

2 Bugbears [AC 16, HD 5d10+5, HP 27, #AT 1, Hit +4, Dam Morning Star 11 (2d8+2)]

Room 15

The air in this chamber smells of freshly tilled earth, and the room is filled with the makings of a permanent camp. Sitting around a table, four dusky-skinned and lean humanoids sit, weapons easily accessible, as they turn toward the door. There are two other doors exiting the room marked with a crude painting of a rust-stained tower.

This is one of the few 'permanent' rooms currently on dungeon level one. The inhabitants are delving orcs, members of the Blood Tower Clan. They won a battle against a previous adventuring party and have taken over several rooms on the southern side of the dungeon. They see this as their territory and will defend it as such. There are six delving orc guards in the room.

6 Delving Orcs [AC 4, HD 2, HP 12, #AT 1, D 1-8]

TREASURE

Each orc has managed to acquire 25 GP from looting the dungeon

6 Delving Orcs [AC 17, HD 2d8+6, HP 15, #AT 1, Hit +5, Greataxe 9 (1d12+3)]

Room 16

Earthy aroma and greasy smoke thickens the air in this thirty-by-thirty foot chamber. Bedding and looted goods lay about the area, and there is a small earthen oven with smoldering coals for cooking. More of the dusky humanoids are around the room.

Eight delving orcs are about the chamber, and if combat was had in room 15, they are prepared to fight.

8 Delving Orcs [AC 4, HD 2, HP 12, #AT 1, D 1-8]

TREASURE

Various looted camping and campaign supplies, hard rations, and some strange meats are in the room as well as 30 GP per orc. [The DM should also roll 5 times on the Trinkets table from the Player's Handbook, pg. 160.]

8 Delving Orcs [AC 17, HD 2d8+6, HP 15, #AT 1, Hit +5, Greataxe 9 (1d12+3)]

Room 17

This room has all the trappings of a petty lord with a makeshift bed, tattered tapestries, various bits of armor, and some broken weapons. A large dusky humanoid sits upon a throne made of skins and bones. He holds a great black-bladed khopesh in one hand and wears a heavy helm on his head.

This chamber is only accessible from room 16, or by crossing one of the two ten-foot pits in the Great Rectangle. The Blood Tower Clan chief resides here, and he will use his earth magic to slow down party members as he attempts to kill the lead fighters.

1 Delving Orcs Chief [AC -1, HD 7, HP 35, #AT 2, Hit +2, D 1-8+3]

TREASURE

+1 Khopesh [Scimitar], +1 Scale Mail Armor, Chess set made of dragon bone, Herbalism Kit [acts as a Potion of Healing (2d4+2) with 1d4 uses], 473 GP, 4 amethysts (each worth 300 GP)

1 Delving Orc Chief [AC 22, HD 7d8+21, HP 49, #AT 2, Hit +8, Khopesh 10 (1d8+6)]

Room 18

The stink of heavy earth pervades this chamber, and two dusky humanoids are within. They both wear heavy scale mail armor and carry shields and scimitars. Behind them, two large chests rest against the far wall.

This is the treasure room of the Blood Tower Clan and these two guards keep watch over the collected wealth of the orcs. They will fight until death, and they have discussed defense often during their long hours on duty and decided to focus all their attacks on the same foe, hopefully killing him quickly, and then moving on.

2 Delving Orcs [AC 4, HD 2, HP 12, #AT 1, D 1-8]

TREASURE

780 GP, 4 diamonds (each worth 200 GP), expert Thieves' Tools [+5% to Find/Remove Traps Skill] [double your Proficiency bonus], three fine bottles of wine

2 Delving Orcs [AC 17, HD 2d8+6, HP 15, #AT 1, Hit +5, Greataxe 9 (1d12+3)]

Room 19

Smoke and heat billow out of this chamber as you open the door. The bulk of this chamber is taken up by a giant forge located in the southeast corner. The opening of the forge is so large that a grown man could walk into it, and forging equipment for weapons and armor is located on either side of the forge. Inside the flames, near the mouth of the forge, the gleam of gold and the twinkle of magic can be seen.

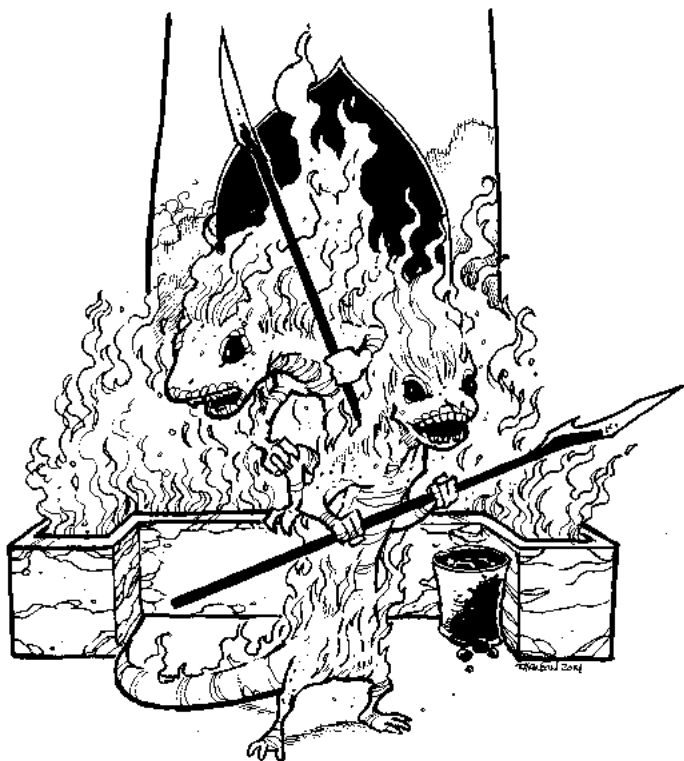
This is the home of 'The Flame Brothers', two salamanders who live within the flames of the forge. They have moved their treasure to the front of the mouth of the forge in hopes it will attract party members. Once close, they will first thrust spears out of the flames to strike the curious, and then emerge to fully attack. If there is a true 'boss' to this level, it will be these two!

2 Salamanders [AC 5/3, HD 7+7, HP 35, #AT 2, D 1-6/2-12, Spear & Tail, Heat (add 1-6 to every attack)]

TREASURE

Silver Bracers of Archery [the magic adds +2 Hit and +1 Damage to Missile Attacks (non-crossbow) or provides a person without missile weapon proficiency with full proficiency in all missile weapons], 5 gold ingots (each worth 350 GP)

2 Salamanders [AC 15, HD 12d10+24, HP 90, #AT 2, Hit +7, Spear 13 (2d8+4) + Fire 3 (1d6), Tail 11 (2d6+4) + Fire 7 (2d6) + Grapple (Escape DC 14), Multiattack (Spear & Tail)]



Room 20

The skittering of armored feet drifts out of this chamber as the door is opened. Inside, three large black scorpions, each the size of a mastiff, move forward to attack.

Three giant scorpions are within the room, but otherwise it is unoccupied.

3 Giant Scorpions [AC 3, HD 5+5, HP 25, #AT 3, D 1-10/1-10/1-4 (Poison), Poison (save versus poison or take an additional 1-6 damage)]

TREASURE None

3 Giant Scorpions [AC 15, HD 7d10+14, HP 52, #AT 3, Hit +4, Claws 6 (1d8+2) + Grapple (DC 12 Escape), Sting 7 (1d10+2), Poison (DC 12 Constitution or take an additional 22 (4d10))]

Room 21

The well-hidden secret door releases as a slab of stone slides away to reveal a dark chamber beyond. Again, the smell of death seeps out, and as you enter, the shuffling gait of the dead can be heard.

The room holds twelve zombies that will slowly come forward to attack any living creature they sense. The room itself is little more than a holding chamber, but a small coffer can be seen beyond the throng of zombies.

3 Zombies [AC 8, HD 2, HP 8, #AT 1, D 1-8]

TREASURE

Silver coffer (200 GP), 3 rubies (100 GP each), 50 PP, Vial of Exotic Perfume [+2 on all Charisma checks if worn for the purposes of reaction adjustment] that can be used up to 10 times

3 Zombies [AC 8, HD 3d8+9, HP 22, #AT 1, Hit +6, Dam Slam 13 (2d8+4)]

Room 22

The door opens with a familiar 'click & whir' before several spears fire into the hall.

If the trap [DC 15 Perception] is triggered, all characters in the hallway are subject to possible damage. 2-8 spears will launch from behind the open door, each doing 1d6 damage [DC 10 Dexterity check or suffer 8 [2d8] damage] to a randomly rolled character. Once activated, the spears disappear after 4 rounds unless claimed by a member of the party.

Room 23

A twenty-foot hallway of dusky granite lies before you, the end punctuated by a violet sheath of energy. Behind the glowing field, a stair descends beyond your line of sight.

As in room 4, the following rules apply:

If the party has not cleared every room of this level of the dungeon at least once, read the following: *As you approach, a violet membrane appears over the stairs resisting your attempts to descend.*

If the party has cleared every room of this level at least once, read the following: *A shimmering field of violet energy gives way around you, allowing access to the stairs.*

Scott's Dedication:

I'd like to dedicate this module in its entirety to my son Ashur, who helped design some of the NPC characters you see moving about the scenes. I give a toast to him and another new generation of gamers!

Mark's Dedication:

I want to dedicate this module to my older brother Greg. You introduced me to the hobby in the first place and always made my imagination run wild with music, games, and everything else.

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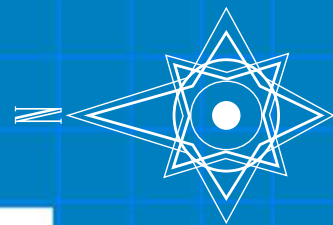
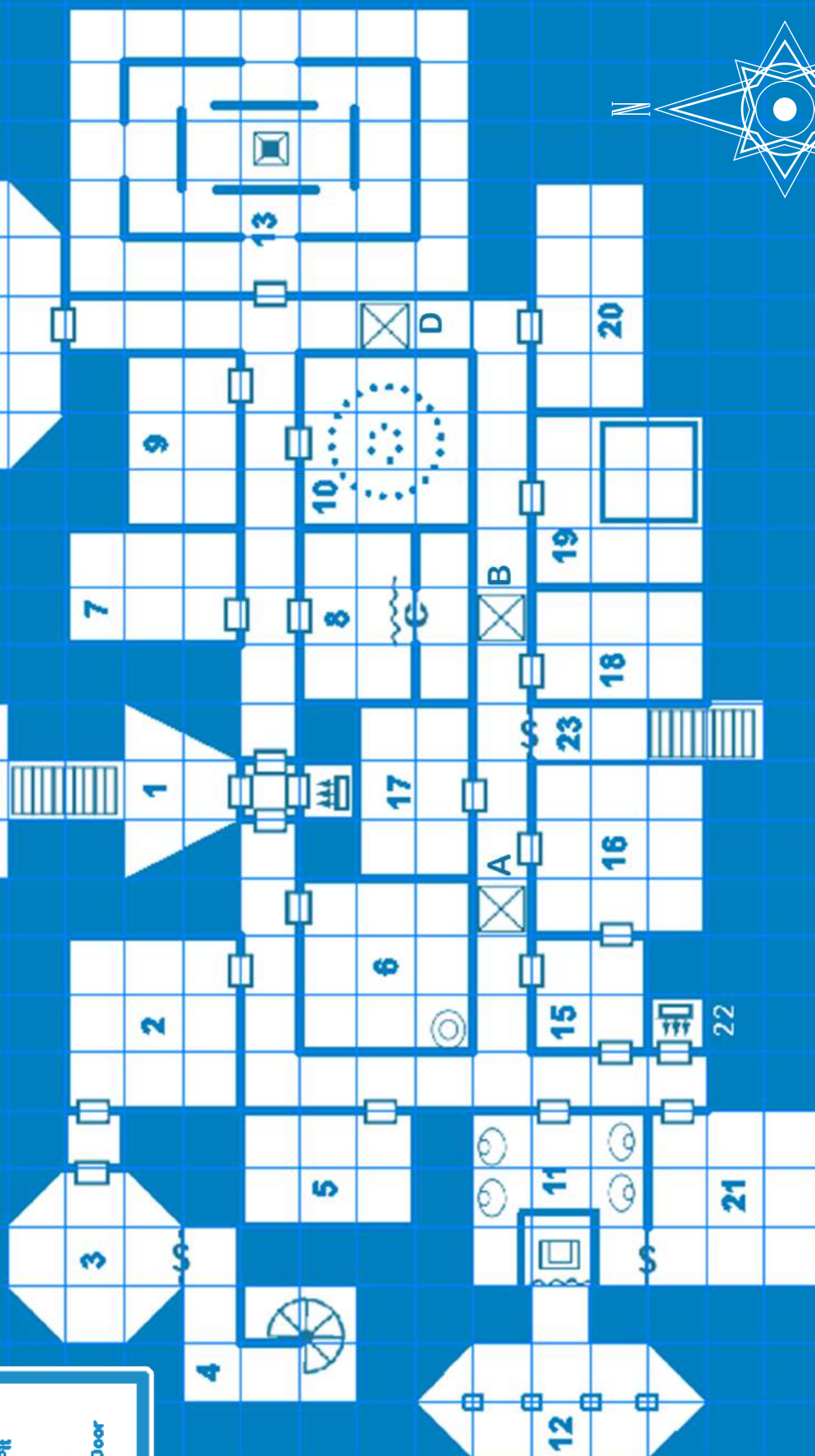
Playtesters: Sean Murphy, Kelli Lind, Peter Gordon, Jeremy 'Pugs' Osteen, Sean '2.0' Maher, Ray Crum, David 'British Dave' Warne, and 'The Monon Group'

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THE FOLIO

-  Stairs
-  Tapestry
-  Throne
-  Door
-  Sarcophagus
-  Pillar
-  Arrow Trap
-  Concealed Pit
-  Open Pit
-  Secret Door
-  Concealed Door



ROS 1.5

Bonus Module



ROSLOF KEEP CAMPAIGN

Welcome to House Aldenmier

Mini-Module ROS1.5

by Scott Taylor

New characters are introduced to the setting of Roslof Keep as they each walk into House Aldenmier with different backgrounds. Once inside, they must prove they have what it takes to be a member of the Ivory Scimitar before signing the writ of service to the house. Success means a possible fortune, while failure is likely death.



Dungeon Master Notes & Suggestions

This adventure piggybacks on the events that begin in ROSI Beneath Roslof Keep. As stated in the introduction of that adventure, I suggest creating varied and down on their luck type characters, and suggestions for backgrounds are listed below. I've used all of these at some point during my running of this series so I know the fun that can be had utilizing these backstories. Still, if you use them or not, the characters will still have to be brought before Lord Aldenmier and challenged to complete his 'Writ Task', so that they can be initiated into membership with the Ivory Scimitar.

1. The Drive of the Mission:

The DM should realize that the force behind this adventure is to introduce the characters to one another, have them reveal some backstory, and then get them working together as a unified group before entering the true dungeon.

2. The Ghost:

This adventure will also give the players their first glimpse of the ghost of Lord Aldenmier's wife. Finding her and 'making contact' in whatever form that entails will begin the long road to reclamation for her character and the possible alliance with the Ivory Scimitar for the rest of the extended campaign.

3. Room Doors:

ALL doors in the dungeon are locked with standard locks [DC 12], thus an experienced locksmith will be required.

Backstories

1. A Mission for Love:

This character hails from a far-flung city and fell in love with a beautiful young woman well above his station. To keep her from him, she was sent to Roslof Keep as a bride for Tanner Bri'yann, son of Lord Alabys Bri'yann. The wedding is scheduled for a year from the date of the character's entry into Roslof Keep. It is the character's hope that he can somehow thwart the marriage by making a deal with Lord Alabys, who is known to be obsessed with 'wealth, power, and immortality'. Perhaps becoming a champion in the Ivory Scimitar will allow this.

2. Flight from Nobility:

This has worked for me as a two-pronged backstory involving a set of lesser noble brothers that have lost their family lands in another kingdom and have set out to earn a fortune to reclaim it. One is often motivated to restore his family's honor, while the other is willing to give up the family name and move on as a wealthy adventurer, thus a conflict even among players can come out during the campaign.

3. The Condemned Thief:

Like any good 'death row' story, this one involves a thief sentenced to death for a crime he may or may not have committed, only to be stayed from execution by Lord Aldenmier and brought on to the Ivory Scimitar because of his unique skill set. This character usually starts with a debt to Lord Aldenmier of ten thousand gold to buy his freedom and become a true member of the Ivory Scimitar in more than just name.

4. The Paladin:

This character is here to set a wrong to right for his church, that being the destruction of the Infernal Machine. However, his quest will get much more complicated and challenging the more

he finds out about the dungeon and machine, thus bringing his code into question in the eyes of his church.

5. The Magic Seeker:

The character is obsessed with magic, particularly the stories told of Mithelvarn and his ability to create things beyond the realm of even greater arcane understanding. A fun character to catalog the adventure, map extensively, and become an expert on the labyrinth.

Lord Aldenmier's Mission

Once the characters have been introduced and stayed a night in House Aldenmier, they will be brought before Lord Aldenmier and challenged with a task, the recovery of a fine bottle of wine from his cellar. Although this sounds easy, Lord Aldenmier has designed his own small dungeon beneath his house so that he might keep his skills sharp. However, since he no longer uses it, he has decided to instead test the party with his minor creation. This adventure will test the low level skills of the party, and shouldn't threaten their lives beyond some freak accident.

Scoring

The party will need to secure at least 4 Points from the tasks below for Lord Aldenmier to grant them entry into the ranks of the Ivory Scimitar. If they fail, I suggest sending them out into the wilds on another small quest to bring back the head of a goblin chief, the tusks of a notorious boar, or something like that, but hopefully they won't screw up that bad!

Ghost of the Sewers

1. Entry Stairs

A large stair stretches into darkness before you, the smell of damp earth and the oppressive nature of stone assaults your senses.

The stairs go down twenty feet beneath Aldenmier Hall before opening into a larger room. There are no torches or lanterns here, so the party will have to bring a light source of their own (their first challenge!).

2. Initial Room

Your light shines into a large chamber running forty feet east to west and twenty feet deep. The floor is covered in strange etchings, some covered in green lichen. Signs of boot travel through the lichen lead to a set of heavy oak doors in the southern wall.

This is the main entry, and three 'tests' play out in the room. The first of these is the reading of the lichen trail, which obviously leads to the double doors, however, a successful Search check [DC 14 Perception] will also show some disturbance leads to the northeast corner of the room. There, a secret door conceals room 3. [If the door is discovered, award the party 1 Point.]

The second test will be the lock on the double doors. Unless it can be defeated by a pick locks, the characters will be forced to find the secret door to room 3 in which a key to these doors is located. [If the double doors are unlocked in any way, award the party 1 Point.]

The third test revolves around the floor etchings. If a magic-user happens to have Read Languages, he can discern a warning that a trap lies in the floor of the eastern hall beyond the double doors. [If the etchings are deciphered, award the party 1 Point]

3. Secret Room One

The stone wall slides noisily aside, revealing a twenty-foot-square chamber beyond. Inside, a silver key hangs on a stud in the eastern wall.

The key is trapped. Unless disarmed [DC 14], it will trigger the stone door to close, locking all who entered inside. [If the trap is sprung and the door is sealed, it can still be opened by the party from the outside, but the party will LOSE 1 Point.]

4. Glyph Hall:

The double doors swing open to reveal a twenty-foot-square entry chamber with a hall running east and west away from it and a single oak door in the southern wall. Above you, a mosaic in blue and white tile has been laid into the ceiling vault; the pattern depicts an open sky.

There is nothing to be discovered here, but the party must now decide which way to tackle first. Remember, the door here is a trap!

5. Sarcophagus Chamber:

The door opens and the smell of musty rot is much heavier than in the hall. The smell dominates this chamber and seems to be coming most readily from a bronze sarcophagus leaning against the eastern wall.

Here, Lord Aldenmier has placed an animated skeleton (where he got it is anyone's guess!). He's managed to wrap it in rags so that it resembles a mummy, even going so far as to press clay into its face to mimic sallow flesh. Once the party opens the sarcophagus, the skeleton will attack, swinging wildly with clawed hands at anything before it. [Assuming the party defeats the skeleton, they will receive 1 Point.]

Again, all doors are locked, and must be picked or opened with the key from Secret Room One (3)!

1 'Enhanced' Skeleton [AC 7, HD 3, HP 18, #AT 2, D 1-6/1-6, Two Claw Attacks!, ½ damage versus slashing/piercing weapons]

TREASURE

None

1 'Enhanced' Skeleton [AC 13, HD 4d8+6, HP 19, #AT 2, Hit +4, Dam Claws 5 (1d6+2), Multiattack]

6. Well Chamber:

A sucking hiss of moving air whistles past you as you open the door to this room. Inside, this rectangular chamber is filled with moldering furniture and spider webs hanging like ship's sails from beams in the ceiling. On the western wall, an opening in the shape of a man's mouth gapes. From it, the sound of dripping water can be heard.

This room has nothing of value in it, but does house a lower opening to the Aldenmier well in which Lady Astrid Aldenmier (I leave her description up to the DM as he can make her to his liking) was murdered by Lord Snee (see ROS1 & 2). If the party investigates the opening, the lady's ghostly visage will appear and pick out one of the characters she deems 'worthy' of her trust. (This is up to the DM, but likely a good aligned character). Read the following:

A woman of youthful beauty and extreme sadness appears as a ghostly apparition next to a full-length mirror. She gazes at her haunting reflection for a moment before turning her pale eyes on the party.

Once the character is chosen, she will point a finger at the character and then disappear. If she is mentioned to Lord Aldenmier, he will fall into a dark visage and excuse himself, not speaking on the subject further.

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Ray Crum, David 'British Dave' Warne, and 'The Monon Group'.

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7. Secret Room Two:

With a snap and a hiss, a large hall panel slides open to reveal a square chamber beyond. In it is a single table on which rests a number of crystal goblets atop a polished silver tray. A lone door is set into the northern wall.

As with all doors, the one in this chamber is also locked.

The goblets should reflect the number of members in the current party as well as an additional goblet for Lord Aldenmier. [If the party brings the tray back to Lord Aldenmier, they will receive another 1 Point.]

8. Wine Closet:

Within this small room are dozens of empty shelves, each custom carved to fit a wine bottle. One single slot is filled with a dusty bottle.

The bottle is actually trapped [DC 14], and if it is picked up will slide away and crash on the floor. [If the bottle is destroyed, the party loses 1 Point, if it is successfully retrieved, they receive 1 Point.]

9. Trap One:

A Pit Trap [DC 13 Perception] will open under the lead two characters if it is not discovered. The pit beneath is filled ankle-deep with tar, and although no damage will be taken, the characters will be irritated by it, especially if they land on their face. Anyone getting 'tarred' will have a -1 to all actions for the remainder of the adventure. [If the trap is triggered and anyone gets 'tarred', the party loses 1 Point.]

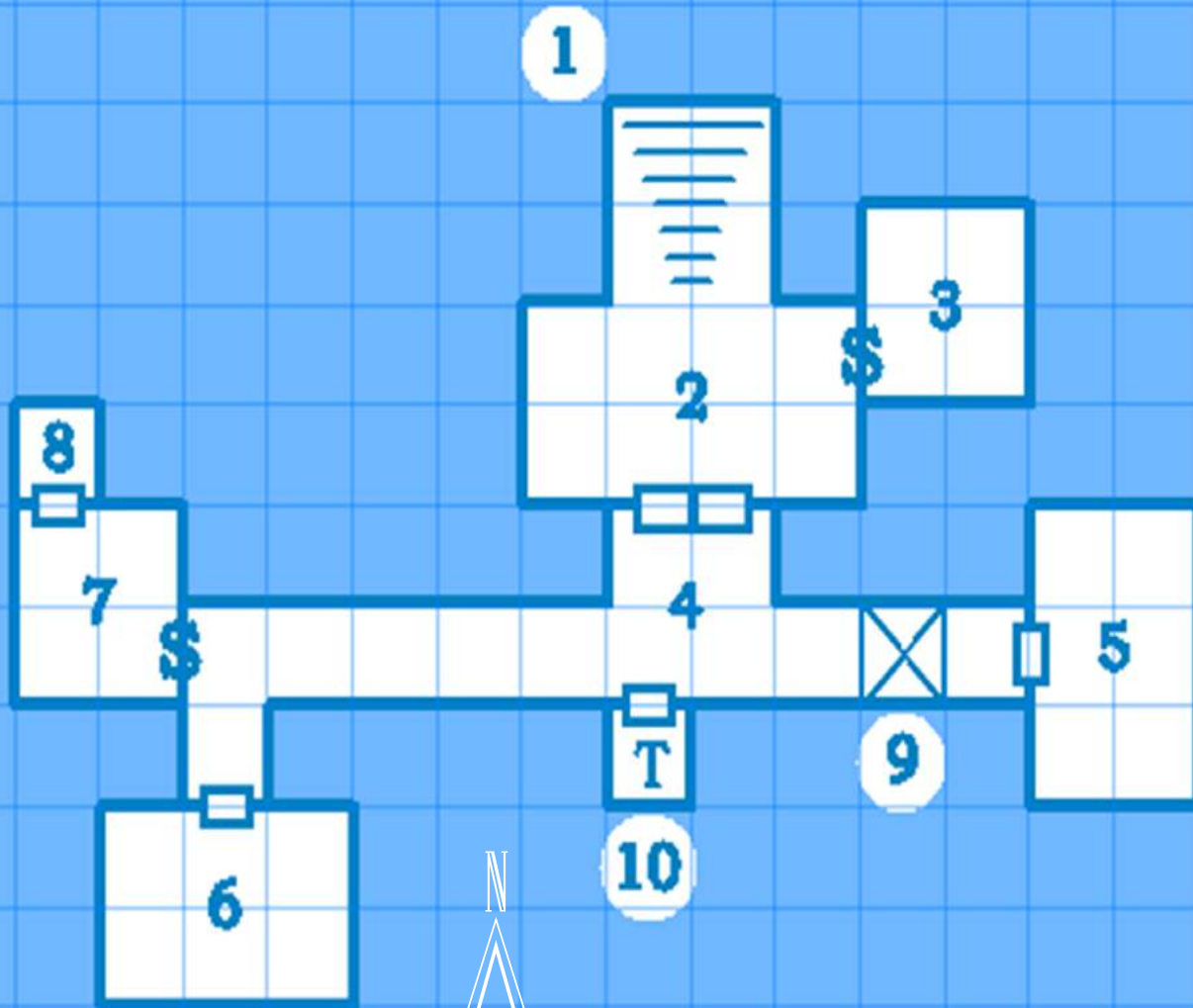
10. Trap Two:

This trap triggers when the door is opened. It is a standard detect chance [DC 12 Perception], but if triggered acts like the Arrow Traps in Mithelvarn's Labyrinth save that it fires a blast of smelly water at the players. The first four players will be struck by the water, and although harmless, will indicate to Lord Aldenmier that they failed the test. [Getting sprayed means the party loses 1 Point.]



THE FOLIO

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



THE FOLIO

Folio Module ROS2

Tremors in the Machine

An Adventure for Characters Levels 3-5



Folio Module ROS2 Tremors in the Machine
by Scott Taylor and Mark Timm

Daern Kelton

Fourth Age 3836

Roslof Keep

Knobby End



- M METAL DOOR
- S SECRET DOOR
- ↔ ARROW TRAP
- W WALLED UP DOOR

Around the keep lies the town of Daern Kelton, and it is there that you can find the bulk of the population of 4,930 souls living along the Great Frontier Road. Daern Kelton expands the available playground of the evolving characters. Twelve new 'places of interest' add some flavor to your campaign, and the city map also has enough buildings in it for your own stories.



- A: Windmill
- B: Abandoned Temple
- C: Highway Bazaar
- D: Tower of Justice
- E: Fleetwood House on Crossroads
- F: House of Silk and Honey Brothel
- G: Knobby End
- H: The Company Major Tavern/Inn/Stable
- I: Mercenary Garrison
- J: Wayfarer Temple
- K: Roslof Keep
- L: Apartment House
- M: Water Clock
- N: Grand Playhouse

Part Two

of

The Roslof Campaign

Standard Dungeon Expansion Levels 3-5



‘Brand Ironspike and the rest of the Black Vanguard delve a bit too deep looking for Marung gold’

Folio Module ROS2

the Tremors in the Machine

An Adventure for Characters Levels 3-5

CAMPAIGN BACKGROUND ON Daern Kelton

One thing that was almost immediately brought up when players first looked at Roslof Keep was that the population number did not fit with the amount of available housing shown in the keep map. This was because I'd designed The Folio #1 to be focused solely on the characters' development inside their respective house and how they interacted with the dungeon.

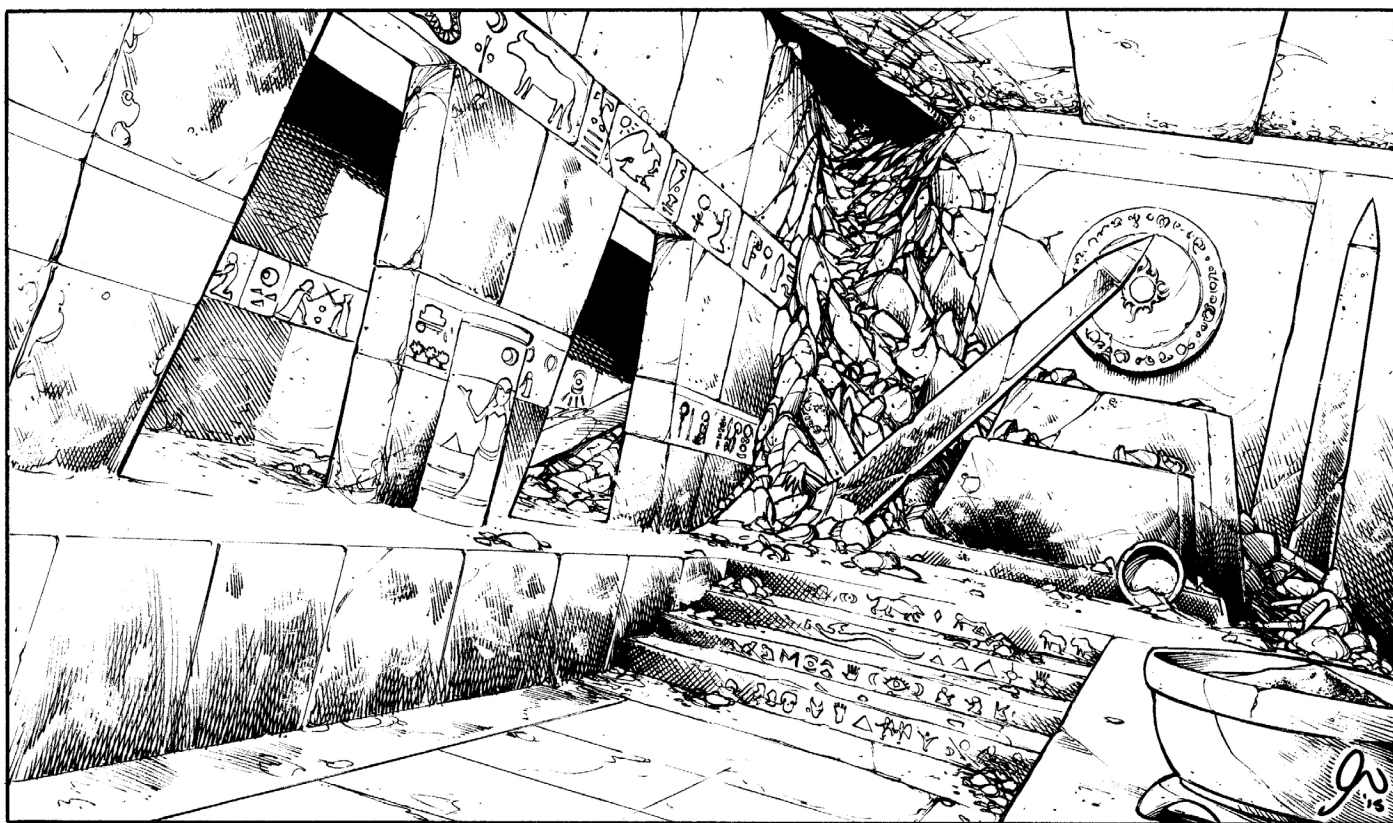
What some readers didn't translate was that the map of Roslof Keep was not the entire story, but just a little piece of it. Around the keep lies the town of Daern Kelton, and it is there that you can find the bulk of the population of 4,930 souls living along the Great Frontier Road.

Daern Kelton was created to help expand the available playground of the evolving characters from the Ivory Scimitars, and once they've cut their teeth enough to explore, can give them many more stories outside the framework of the dungeon.

I've developed twelve new 'places of interest' that might add some flavor to your campaign, and certainly the city map also has enough buildings in it for your own stories. In ROS3, I'll expand the map a bit further as I allow for wilderness adventures, including other delving sites that will have secret ties to the campaign as a whole.

For now, however, you and your players will get the chance to establish new relationships within the frame, and perhaps start making plans for a future outside the dungeon.





A. Windmill:

On the outskirts of the southern edge of town, a large windmill slowly turns in the prevailing wind. This landmark is owned by Dolbin Longnose, a gnome who not only grinds the grain of the community but also runs a small weapons shop in the back of the mill. It is here that he utilizes ancient gnomish crafting techniques to create 'weapons of quality', each providing a player character with a +2 bonus to hit and damage. These weapons are not considered magical, and their cost is 20% less than the equivalent magical weapon of the same type.

B. Abandoned Temple:

It is said that the abandoned temple, created for the worship of Nuban Gods, has an ancient and unknown link to the dungeon. DM Note: This will come into play more in ROS2 as the Corruption somehow begins to spread to the town.

C. Highway Bazaar:

All manner of goods that travel from east to west across the Free Coast can be found here. This is a fine place to fence goods discovered in the dungeon and most items sold here will provide a 10% bonus above market value if sold by someone known to be of the seven companies, as items from the dungeon hold special value to buyers from Daern Kelton all the way to Taux in the south.

D. Tower of Justice:

Built two generations ago by a member of the Men of Iron (before that banner fell to House Bri'yann), this small defensive work is home to half a dozen paladins of the God of Law (your choice). They help patrol the roads from Daern Kelton to Perlot of the Tall Ships in the east, a dangerous stretch of country known as the Kelmarin Wildlands.

E. Fleetwood House on Crossroads: This is the ancestral home of House Fleetwood, certainly the most powerful family in the known world. It is rumored among the people of the Daerns that House Fleetwood was the first to find one of the Mithel Standards and much of their seed wealth came from the dungeon before it was known to exist. Their Mithel Standard bore an eight-pointed symbol of chaos, or so the story goes, but if an 8th banner actually exists, it is beyond the knowledge of common men. DM Note: There is an 8th banner within the house, and it can come into play later in the campaign.

F. House of Silk and Honey Brothel: For those with disposable income, this establishment is known far and wide for providing any service one could desire. Costs for particular services range from 5 gold and up, but a patron can always be sure to enjoy themselves while often gaining interesting bits of gossip about the goings on of the rich and powerful in the town and keep.

G. Knobby End:

This collection of old homes was built long before the great plague, and is now home to the poor and criminal elements of the town. It is said both an organized thieves' guild, as well as a beggars' guild, have headquarters in the tangled back alleys of the place, and it is not somewhere to go at night without an escort. DM Note: If any character is a thief and needs training, this is the place to get it.

H. The Company Major Tavern/Inn/Stable:

Certainly the finest inn between the Citadel of Ketton and Perlout of the Tall Ships, 'The Major' as it is called by locals, boasts fine rooms, fantastic local food and spirits, and provides bardic entertainment on the weekends. DM Note: Prices are standard as found in various gaming supplements.

I. Mercenary Garrison:

When it became clear that the local militia could not maintain order in the growing town, the mayor called upon the seven houses to provide a stipend for the maintenance of a mercenary police force that could not only watch over Daern Kelton but also the surrounding countryside. Now, the Dragon's Claw mercenary company currently holds the city contract and houses itself in the provided garrison. This small fort, as well as the Tower of Justice and Roslof Keep, are the only truly defensible areas in the town. DM Note: If a fighter is looking for a particular skill to learn, be it 1E or 5E, there are experienced fighters here who can teach most anything.

J. Wayfarer Temple:

No formal temples exist in Daern Kelton, as the bulk of the common population still worships nature gods and spirits, but for those who have migrated to the town from around the New Kingdoms, this temple is a place of shared worship to any deity. Typically, four to eight wandering priests can be found here, some of which hold services, attempt conversions, and treat the sick or injured. DM Note: Another great place to get healing potions at a discount, they fall just under 25% of market value, assuming the players will listen to the priest proselytize about his god or goddess. It is also possible to get a patron contract here, a priest providing some free potions to the party in exchange for them placing a medallion of his god on their Mithel Standard. This is done often among the companies, and should be made note of on other banners if the players question it.

K. Roslof Keep:

The old keep, as detailed in ROS1.

L. Apartment House:

Not all folk in Daern Kelton are permanent residents nor able to afford the price of a standalone home. These transient individuals, including merchants, pilgrims, adventurers, and other wanderers often house themselves in the monthly leasing 'Apartment House', as it carries no other grand name. This is also a great place to pick up information about the outside world, if such things interest you.

M. Water Clock:

The ancient Nuban water clock in the town still functions, and it sets the time for all those who go about business. It is maintained by a small group of old men calling themselves 'The Time Keepers', and they work diligently to keep unwanted eyes away from the inner workings of the ancient structure. DM Note: This is another place which has a secret entrance into the dungeon. That means it will also be subject to the Corruption when it arises.

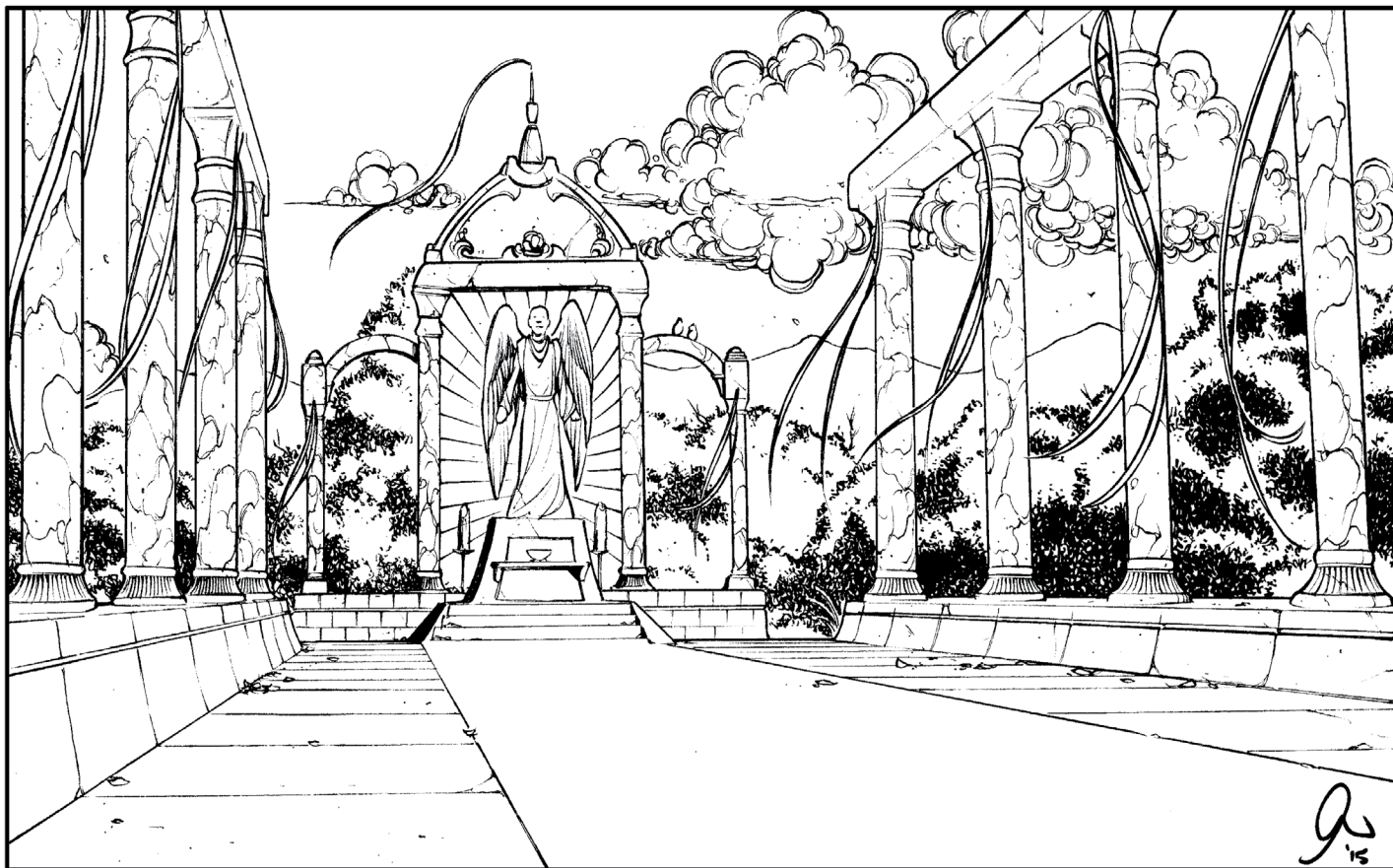
N. Grand Playhouse:

Built by a grant from House Fey'Brace, this fine local theatre provides free entertainment to the local population four times a year during seasonal festivals. When not in use as a playhouse, the Grand Playhouse also functions as the community council building where local politics are discussed and edicts are rolled out to the populace.

Dungeon Master Notes & Suggestions

As in the previous volume, this section details things I've found useful while running the adventure. Hopefully they will help add a bit to your campaign as well.





1. By this point, the characters have gained enough experience to at least feel confident about the first level of the dungeon, but that shouldn't mean they feel like true heroes of the community. They should still have a great deal of fear of the other companies, and certainly fear of those nobles who seek the banner. They should only be relatively comfortable at the Aldenmier House, but hopefully, infighting has slackened and party conflicts have resolved.

2. A relationship should have begun to form between the characters and Lord Aldenmier. He certainly didn't have too high of hopes for them when they were brought on, but now, after proving they can survive, he will open up a bit, share a celebratory table with them, and spend less time secluded in his study. It should be in these more relaxed times that they find out a bit more about his life story, which you will find in the Arcs & Threads section.

3. The other noble houses have begun to realize that House Aldenmier might have found a diamond in the rough with the party, and that does not sit well with those looking to expand their place in the keep. This should be put into play more forcefully than ever, especially with Lord Sneec.

4. It is also possible that a vague alliance might have been formed between the Ivory Scimitar and the Blades of Shadow. If this is the case, that relationship can be further fostered by the events unfolding in ROS2.

5. This is a good time to thread any whispers of outside influences that initially motivated the characters to come to Roslof. Nothing overt, just a hint that the characters' pasts are not forgotten, and that at some point whatever compelled them to come here will begin to resurface.

6. Again, I can't reiterate enough how important it is to take your time with dungeon exploration! The second level of the dungeon is almost double the size of the first, and it should take a large block of gaming to clear it, especially with pressure coming into play from other companies taking notice. The Men of Iron should be much more active during ROS2, although it is still unwise as a DM to create a full confrontation inside the dungeon.

7. Dungeon Difficulty: I've had people indicate that the dungeon, especially the traps, are 'too dangerous' for the level of the characters. Now, I always feel that characters have an intrinsic advantage in the game and I therefore tend to be a 'tough' DM. I want a palpable sense that characters can die, and deaths in my dungeons are common. However, that is just me, an old school DM, but remember that this is your sandbox, and you can change anything you like in the dungeon, including the damage caused by traps!





Overall Story Arcs and Threads

1. The Ghost of House Aldenmier:

This will be the first true ‘out of the dungeon’ aspect of the campaign, and will focus on the characters while in the house. The ghost in question is Astrid Aldenmier, wife of Lord Aldenmier, and murder victim of Lord Snee. She will begin appearing to a single character in the party, probably someone who spends time in the house garden where the well is located. It was there that she and her unborn child were drowned when Snee pushed her into the well. She is not a Korean Water Ghost or anything nefarious, simply an apparition of her former appearance that is trying to communicate with a player character to help solve the mystery of her death. In ROS2, she won’t actually speak to a character, but will appear suddenly, waving in an attempt to get them closer to the well, and if that eventually works, showing them scuff marks around the lip or other clues suggesting that a struggle took place. If the character behaves friendly, she will provide them a smile, and in ROS3 will begin communicating directly, assuming they gain the Cloak of Etherealness required to give her physical form once more. The full revelation of her secret can come from the DM at any time, although I’d typically suggest holding it back a bit and prolonging the drama. If Lord Aldenmier becomes aware of the true story of the demise of Astrid, he will likely go into a blood rage and try to kill Lord Snee, thus putting the Ivory Scimitar in great jeopardy. However, successful communication with the ghost will provide the players with a unique ally in Roslof Keep, and one that can be utilized to help prove Snee’s wrongdoing before revealing anything to Lord Aldenmier. The story arc here leads to many later storylines, and thus I believe will be a true key in the finishing of the dungeon. Astrid will eventually become an integral part, either as an NPC or a PC in later adventures, for clearing the dungeon and helping free Roslof Keep from the Corruption caused by a series of earthquakes (see next page).

2. The Earthquake:

One thing that must happen during early gameplay of this module is a small earthquake. Nothing more than a simple event where characters will awake to note an overhead chandelier swinging, an odd sense of movement, and then everything returns to normal. However, unbeknownst to the players, the earthquake has caused a small breach in the dungeon below. This breach causes the Infernal Machine to believe an outside power is attempting to destroy the dungeon and the artificial intelligence launches a plan to resist the incursion by attacking the city above. Certainly NOT a good event, and one that doesn’t truly manifest in ROS2, but the seeds for this need to be laid here. The Infernal Machine’s attack, referred to as the Corruption, will be detailed further in ROS3.

3. The Prisoner:

This important story seed is also available to the characters. At some point, a member of the Black Vanguard was separated from his party and ended up being captured by the bugbears of level two. He is being held prisoner in room 9A, and is a dwarven warrior named Brand Ironspark. To this point, the party’s interaction with the Black Vanguard should have been limited, but if they choose to free Brand and help him out of the dungeon, it could be a key to having the Black Vanguard on their side at a later point in the campaign.

4. The ‘Feeling’:

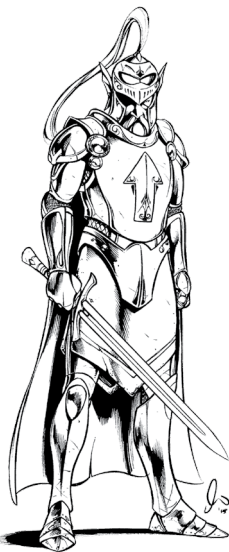
As the party becomes more familiar with the dungeon, those who have a high enough Wisdom score [15 or higher] begin to get random details of information about the dungeon. These come in flashes of ‘vision’ or perhaps a ringing of a bell in their mind.

What is happening is that the Mithel Standard has begun to attune itself to the party and will be sending bits of important information to them as they move through the labyrinth below. This can be utilized by the DM in many fashions, but I recommend a ‘sixth sense’ at first, perhaps alerting them to traps or impending dangers such as wandering ‘named’ monsters. As the attunement grows, the standard will also try to communicate the location of every party that is currently in the dungeon, and on what level they occupy. Thus, as a means of tension, a party member might hear a whisper of ‘Men of Iron, level five’ in his ear. Later, the message might repeat with the following change, ‘Men of Iron, level four’, then faster, ‘Men of Iron, level three’. Assuming the party is very wary of encountering the Men of Iron, this should send them into a panic and they might flee the dungeon as the standard continues to remind them that the Men of Iron are right on their tail! I had a great deal of fun with this, and remember, as the DM, you can share any information you like through this process.

Adventure Synopsis

ROS2 is of course a continuation of ROS1 and should follow the progress of the Ivory Scimitar from levels 3-5, or thereabouts. The adventure concentrates around clearing the 2nd level of the dungeon, and as this level of the dungeon is larger, and the party has begun to make a name for themselves, the difficulty level is taken up a notch. There will also be the added adventure possibilities that arise from the expanded setting, including the town of Daern Kelton, and the appearance of the ghost of Lord Aldenmier’s wife.

Solving that mystery, defending their Mithel Standard, and dealing with outside forces like a small earthquake will keep the adventurers on their toes throughout ROS2.



The Infernal Machine Part Two

If this is your first module in the ROS series, I suggest finding a copy of ROS1 for a stronger explanation of the Infernal Machine, but nonetheless I'll hit a few points here to get you started.

1. The Infernal Machine is an A.I. driven magical construct that works against players trying to clear the dungeon. In essence, it is the will of the DM manifested in physical form inside the campaign.

2. It is responsible for the creation of all monsters inside the dungeon, and although it typically only generates them in rooms with fully closed doors, it has a handful of 'special' monsters that it reuses again and again, especially if they are known to be disliked by the party. In ROS1, these were Gex the kobold sorcerer, and the Sly Six.

3. This time around, the Infernal Machine only has one surprise waiting for the players, that being Nargroth the minotaur. This devious and powerful monster loves nothing better than trapping parties in his maze and then hunting them down. He also considers the second floor of the dungeon his personal haunt, and may be found anywhere in it after his initial encounter with the players in room 13. Nargroth is considered a standard minotaur save that his HD are always two higher than the highest level member of the party. If this puts him above 6 HD, he will have three attacks every other round. His favorite tactic, and one that he is very good at, is sneaking up on a party from behind and attempting to behead the last member in the line. He surprises on a 3 in 6 [Stealth +6 versus party's passive Wisdom **Perception**].



New Monster:

LOWL

Chaotic Neutral

Armor Class: 5

HD: 2

Hit Points: 20

Move: 9"

No. of Attacks: 1

Damage/Attack: 2-8

Special Attacks:

Flametongue & Fireball

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Lowl: [AC 15, Speed 30 ft, HD 5d10+10, HP 60, Attack: 1, Hit +6, Damage 7 (1d6+4) or Two-handed 9 (1d8+4), Flametongue]

The ancestral home of the lowl is the fertile region around the Aligo Crucible volcano, a good distance northeast of Taux and deeply inland of the Free Coast. It was traditionally believed among the lowl that the wolf-headed fire demon Vitcoska, who lives in the Crucible's caldera, had shaped them in her own image as her chosen people. In other words, they had been reshaped by the influence of the elemental plane of fire beneath the volcano, hence their mid-fire talents.

The traditional lowl are content to hunt across their ancestral lands, moving between their settlements according to the seasons as prey animals migrate and change. They have an art and culture of their own. Their society is essentially tribal and they have regular council gatherings of representatives from each extended family/pack to decide on laws and to deal with transgressors. They tend to be mostly peaceable amongst themselves because they are such good fighters that conflict soon turns very bloody with savage losses on all sides.

Some more adventurous lowl leave their ancestral lands to travel along the trade roads of humanity. These typically become mercenaries and personal bodyguards for the rich. They have keen sight and hearing, as well as a sense of smell that rivals any standard canine. Couple these with their large stature, natural strength, and elemental fire mastery, and they are formidable to the extreme.

Their innate fire 'spark' allows them to create a small rift in the elemental plane of fire and bestow it on their weapons. This power manifests in a type of 'Flametongue' effect on any weapon they carry, adding a standard +1d4 to damage. Some legendary lowl have also been said to throw Fireballs in battle, but this is extremely rare.

Greater lowl can be found with even higher hit dice than the standard, including Pack Leaders [6HD/ +1d6 Flametongue blade effect] and Territorial Champions [8HD/ +1d8 Flametongue blade effect]. Lowl healers and medicine men are to be considered 8th level druids for the purpose of spells.



Player's Introduction

The second level of the dungeon is much like the first, although larger. The party must once again 'defeat' every standard room (excluding traps & secret rooms) before it will be allowed to journey into the third level of the dungeon.

One caveat is that the Infernal Machine believes it is under assault from an outside entity because of the recent earthquake. To combat this, it has unleashed a deadly and corruptive violet fungal corruption into the dungeon that it wants carried to the surface.

Having its own set of rules, the Infernal Machine won't actively use the Corruption against members of any banner company, although it is not above using them as a kind of 'Typhoid Mary' carrier of the Corruption. Thus, members of any company that come into contact with the fungus and fail a saving throw versus poison are considered to be carriers of the magical corruption, although they manifest no signs of sickness because the magic of the banner protects them.

The Corruption takes several days to manifest once exposure has happened, with sentient entities first showing signs of violet blotches on their skin, then losing their hair, and finally manifesting morel fungal heads, clawed nails, and elongated tongues. This process can take up to a week to fully mature, and once the process is complete, attacks from the corrupted can spread the Corruption to others.

Since the Corruption is not considered a disease, cure disease spells will not work against it, and only a dispel magic versus a 20th level caster will expel the Corruption from a single target.

The spread of this sickness is not supposed to be something that takes place in ROS2, as the room in which the Corruption lies is in the farthest part of the dungeon from the entrance, but it is there to lay the groundwork for the troubles that arise in ROS3.

Otherwise the dungeon plays as normal, and to eventually find the entrance to level three of the dungeon, the characters must first locate an ankh located in the nest of the mantichore in room 28.

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

Room 1

This large square chamber is made of dark carved stone and lit by four blue braziers that hang high up in each of the four corners. It is dominated in the middle by a large stone statue of a Nuban priestess or queen pointing directly at the stairs. Behind her, a sturdy metal bar protrudes from the base of the statue. Three hallways exit the chamber to the east, west, and south, each with a metal portcullis barring it from use.

There is a bit of a riddle to this room. First and foremost, the statue is the key to the portcullises in the chamber. Wherever the statue points, the portcullis will open. Otherwise ALL other portcullises will be down and closed.

Thus, when the party first enters from the stairs, the statue will be pointed directly at them. If the base is revolved by using the metal bar, STR 15 or higher, the portcullis the statue is pointing at will open and the portcullis leading to the stairs will close. This will grant the party access to the dungeon.

However, should another party come back this way, they might move the 'bar,' thus giving them access to the stairs, but in return trapping the party in the dungeon! The only way around this mishap is for the party to know the second entrance/exit to the 2nd level that is found directly across from the door to room 16.

The portcullises are magically locked, and a Knock spell should be treated as a Dispel Magic versus a 20th level caster to open one. It will reclose in five minutes if the spell is successful.



Room 2

Rubble fills this room as though some kind of collapse has taken place. Movement is limited between the piles of debris, but there are paths that lead toward the rear of the 30'x30' square chamber.

Within the debris piles are two gricks, both of which are hungry for a meal. They will await the party going at least 10 feet into the chamber before attacking and will surprise on 3 or less.

2 Gricks [AC 6, HD 6, HP 25, 23, #AT 2, D 1d6 (Tentacles)/1d8 (Beak), +1 or better weapon to hit]

TREASURE

Wooden Round Shield +1, 370 GP, 210 SP, magic-user scroll case containing Web, Fire Ball, Spider Climb scrolls

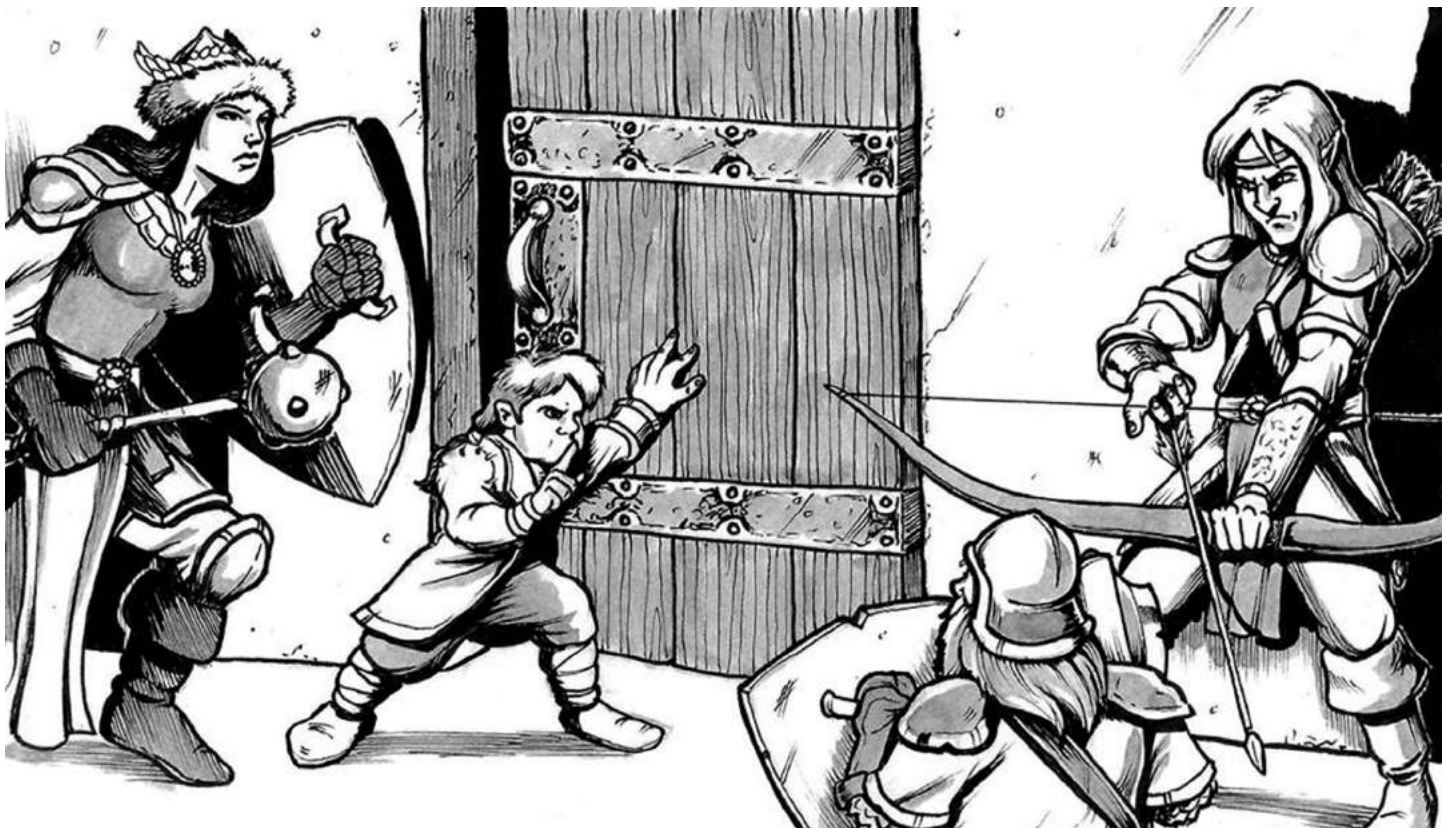
2 Gricks [AC 14, HD 6, HP 27, 27, #AT 2, Hit +4, Damage Resistance 9 (2d6+2), Beak 5 (1d6+2), Damage Resistance (non-magical), Multiattack]

Room 3

Upon opening the door, you gaze across a dimly lit chamber that extends twenty feet before the door. On the far side of the room is another door directly across from the entry. The door is flanked on both sides by three pillars, each topped with a hideous stone reptile with the head of a cobra and the wings of a bat.

The door in this chamber is fake, but will help to draw players into the range of the gargoyles that are prepared to drop on the party once they are within range. The gargoyles are fairly obvious foes, but will still surprise the party on a 2 or less unless the players have identified they are preparing for an assault from above.

6 Gargoyles [AC 5, HD 4+4, HP 24, 22, 22, 20, 18, 18, #AT 4, D 1-3/1-3/1-6/1-4, +1 or better weapon to hit]



TREASURE

A silver idol of a Nuban cat with sapphire eyes (450 GP total value)

6 Gargoyles [AC 15, HD 7 +21, HP 52 (x6), #AT 2, Hit +4, Dam Claw 5 (1d6+2), Bite 5 (1d6+2), Damage Resistance (non-magical), Multiattack]

Room 4

A six-foot-wide and eight-foot-high dark metal door bars your passage farther down the hall. It bares several dozen runes around the edge of the frame and has a single indentation in the center that resembles an ankh.

If the ankh found in room 28 is placed into the door, read the following: *The ankh glows and the sound of metal gears grinding echoes down the hall. After perhaps ten seconds, the door opens to reveal a dark hall stretching thirty feet before the party. At the twenty-foot marker, the dark stone walls are replaced by silvered mirrors that reflect the light from the party onto intricately carved stone tablets on the floor.*

This is a hall of mirrors that leads to the 3rd level of the dungeon. The carved flooring conceals four pressure plates that will trigger secret doors behind the silvered mirrors to open around the chamber. A single triggering of each trap will open all four doors and release four flesh golems into the halls. The closest golem to the players will attack in the second round after triggering the trap, and a new golem will show up every three rounds thereafter (total of 3 golems).

Combat in the mirrored halls is extremely confusing, the reflected light from the silvered-metal walls makes it hard to effectively attack foes. Anyone fighting under these conditions is considered to be at -2 to attack. The golems, however, do not suffer this penalty.

[When fighting in this environment, all characters are considered to be at disadvantage, assuming they need to use standard vision to fight. True seeing will cancel this effect.]

3 Flesh Golems [AC 9, HD 8, HP 40 each, #AT 2, D 2-16/2-16, +1 or better weapon to hit and certain spell immunities]

The pressure plates can be avoided with a successful detect traps roll, but the party must be actively searching, and they will be forced to move over at least two of the plates to make it to the stairs to level 3.

If they do make it to the stairs, and have cleared all rooms (save secret rooms or trap rooms) on the 2nd level of the dungeon, they can pass down into level 3. However, if they have yet to clear the dungeon level, a blue glow will surround the stairs and not allow them to pass until they have cleared all rooms.

TREASURE

None

3 Flesh Golems [AC 9, HD 11+44, HP 93, 90, 85, #AT 2, Hit +7, Dam 13 (2d8+4), Magic Resistance (advantage on all saves), Lighting Absorption, Aversion to Fire, *Berserk, Multiattack]

Room 5

The heavy scent of musk assaults your nostrils as you open this door. Before you, rising up on their hind legs is a group of four white apes, their blood-red eyes and yellow tusk filled mouths providing a horrifying greeting.

The white apes will attack the party in earnest, attempting to divide the group while one of them rushes the spell casters.

4 White Apes [AC 6, HD 5, HP 30, 22, 20, 18, #AT 3, D 1-4/1-4/1-8, rending +1-8 if both fist strikes hit]

TREASURE

2 small rubies (200 GP each),
+2 Elven Hunting Knife (dagger)

4 White Apes [AC 12, HD 3+6, HP 19 (x4), #AT 2, Hit +5, Dam Fist 6 (1d6+3), Multiattack]

Room 6

Six tufts of tall grass grow about the floor of this thirty-foot-square chamber. Ambient light comes from a dusky glow in the ceiling, but does not illuminate through the thickets of grass.

A concealed cockatrice lurks inside the grass, ready to rush out at a single searching player, attempting to turn him to stone, and then return to the grass to try again.

Cockatrice [AC 6, HD 5, HP 30, #AT 1, D 1-3, a successful hit with their beak will cause 'flesh to stone' and requires a saving throw to avoid]

TREASURE

Platinum diamond ring (500 GP)

Cockatrice [AC 11, HD 6+6, HP 27, #AT 1, Hit +3, Dam Bite 3 (1d4+1), victim must succeed on a DC 11 Constitution saving throw or be magically petrified*]

Room 7

The door opens into a dark chamber. Any light source casts shadows about a long chamber, roughly twenty feet wide and thirty feet deep, that is filled with stalactites and stalagmites as well as a chorus of dripping water.

A cloaker lurks in the rock above, and waits for the players to move beneath it before enveloping one of them.

Cloaker [AC 3 (1 for the tail), HD 6, HP 34, #AT 2 (tail) + special, D 1-6/1-6/special, once enveloped with a successful hit, the cloaker causes 1-4 + the unadjusted AC of the victim each round. Damage inflicted on the cloaker will cause ½ damage to their enveloped prey.]

TREASURE

250 scattered GP among the various 'mites', small Bag of Holding that contains a human-sized Chain Shirt +2

Cloaker [AC 14, HD 12+12, HP 78 #AT 2, Hit +6, Dam Bite 10 (2d6+3), Tail 7 (1d8+3), Moan (DC 13 Wisdom or become frightened), Phantasm*, Multiattack]

Room 8

You note that the door to this chamber has been propped open and the reek of unwashed bodies, oil, leather, and rancid food pours out into the hall as you open the door to this chamber. Inside, a small group of heavily armored humanoids gather around a cooking pot emitting an oily smoke. Behind them, a single door stands slightly ajar on the south side of the chamber.

A small band of bugbears calling themselves the One Tusk, has survived an encounter with another adventuring company and set up a base of operations here. They have figured out that if they keep the room doors slightly open, new monsters won't generate, thus the door in the room, as well the door to the hall, have been wedged open.

7 Bugbears [AC 5, HD 3+1, HP 15, 14, 14, 13, 12, 11, 10, #AT 1, D 2-8]

Once combat begins, the bugbear cleric from room 9 will appear in round 2 and begin to assist his tribe members with spells.

Bugbear Cleric [AC 5, HD 6, HP 30, #AT 1, D 1-6, spells: Cure Light Wounds, Protection from Good, Sanctuary, Hold Person, Chant, Silence 15' Radius, Animate Dead (which he will readily use on fallen bugbears), Cause Blindness, Cause Disease]

TREASURE

500 SP among the bugbears, while the cleric has an ivory scabbard (75 GP) and a +1 Ring of Protection

7 Bugbears [AC 16, HD 5+5, HP 25 (x7) #AT 1, Hit +4, Dam Melee Weapon 11 (2d8+2), Surprise Attack (if successful strike on the 1st round cause an additional 2d6 damage), Brute*]

Bugbear Cleric [AC 17, HD 10+20, HP 70, #AT 2, Hit +5, Dam Melee Weapon 12 (2d8+3), Brute*, Surprise Attack*, Spells 4/3/3/ (Bane, Cure Wounds, Inflict Wounds, Protection from Good, Hold Person, Spiritual Weapon, Silence, Animate Dead, Mass Healing Word, Feign Death), Multiattack]



Room 9

This ten-foot-square chamber is laden with a small cache of treasure, a bed made of skins, and has one wall with crudely painted (perhaps in blood) images of death and some fell deity. At the south wall of the chamber a door has been slightly propped open but a heavy chain hangs from it that would keep it from opening more than a couple of inches.

Assuming the party has already defeated the bugbear cleric, this room is clear of enemies.

TREASURE

400 GP in the treasure cache along with a single ruby (200 GP)

Room 9A

The reek of bodily functions and blood waft out of the chamber once the door is fully opened. Inside, a naked dwarf is prone and bound with leather cords around his hands and feet. Otherwise, the room is empty, save for refuse.

The dwarf is Brand Ironspark, a member of the Black Vanguard who was separated from the rest of his company on level four of the dungeon. He managed to make it to level two solo, but was overcome by a bugbear patrol and has been in their possession for a couple of days as the bugbear cleric readied for a bloody ritual of sacrifice.

If offered the opportunity, Ironspark will join the party until they reach the surface where he will thank them and then return to his own company.

[AC 10, HD 6 [Fighter], HP 8 (40), #AT 3/2, D by weapon, high strength +1/+1]

TREASURE

None

Room 10

Ape musk, heavy and oppressive, slips from this room as you open the door. Without warning, a massive four-armed white ape charges into your midst in a flurry of claws, fists, and fangs.

This creature is a gorillian and under a powerful rage. It will attempt to grab and rend anything coming through the door.

1 Gorillian [AC 5, HD 5, HP 30, #AT 5, D 1d8/1d6/1d6/1d6/1d6/, Size L, if 2 or more fist attacks hit, the creature can rend the target for another 1d8 damage per round]

TREASURE

+2 Longsword in a fine leather scabbard. The sword's name is 'Ilanbard, the Taker of Breath', and once a day it can steal the air from an opponent's lungs causing them to lose all attacks the round after being struck with the power

1 Gorillian [AC 15, HD 6+12, HP 48, #AT 5, Hit +6, Dam Fists 7 (1d6+4), Bite 8 (1d8+4), Multiattack (4 fists and 1 Bite), Rending (if 2 or more fists hit the target takes an additional 10 (1d12+4) damage)]

Room 11

Inside the door, a ten-by-ten hall leads to a larger darkened chamber beyond. Scratched into the wall at the left of the opening, the initials EO and the words 'was here' catch the light from the hall in a yellowed glow. At your approach, the sound of a thousand whispers slithers into your ears as a great mound of flesh, teeth, and eyes undulates on the floor, pseudopods reaching out to attack.



The creature is a gibbering mouther and will attempt to strike 1 character with all of its tentacle mouths. Once 3 have attached, the character must roll 2d6 and on a 4 or less is pulled down and the mouther will flow over the victim, attacking them with 12 'lower' mouths, while also repeating the process of the 'pull down' on the next victim.

Gibbering Mouther [AC 1, HD 4+3, HP 20, #AT 6+, D 1 (X6), +1 per round (once fastened to target), spit (save vs. petrification or be blinded for 1 round), babble (save vs. confusion)]

TREASURE

None

Gibbering Mouther [AC 9, HD 9+27, HP 67, #AT 2, Hit +2, Dam Bite 17 (5d6+), Spit (15' range and 5' radius light flash causes DC 13 Dexterity save or blinded 1 turn), Gibbering (20' DC 10 Wisdom save or lose actions until next turn plus random action roll*), Aberrant Ground*]

Room 12

Once again the power of the dungeon's ability to create noxious fumes brings water to your eyes and a lurch to your stomach. Inside this thirty-foot-square room are several piles of rotting flesh and a haze of tiny black insects buzz in clouds above them.

There are three carrion crawlers inside the flesh piles that will attack the party once they have moved into the room. The crawlers don't do damage [1E], but will attempt to paralyze the entire party and then feed at their leisure.

3 Carrion Crawlers [AC 3 (head)/7 (body), HD 3+1, HP 15, 14, 10, #AT 8, D --, Paralysis]

TREASURE

None

3 Carrion Crawlers [AC 13, HD 6+18, HP 51, 48, 44, #AT 3, Hit +8 (Tentacles)/+4 (Bite), Dam Tentacle 4 (1d4+2), Bite 7 (2d4+2), A successful strike with a tentacle forces a DC 13 Constitution saving throw or become paralyzed by poison for one turn until saving throw is made, Multiattack]

Room 13

The door opens to a dark hallway that takes an immediate turn to the north. Ahead, you can see that it turns again, obscuring your view.

This is the mini-labyrinth of Nargroth the minotaur who is another recurring monster in the dungeon for the players. Currently Nargroth is located behind a secret door inside the maze, but once the party has moved to a point where he can cut off their escape, he will emerge, follow, and finally attack them from behind. Once defeated, Nargroth can reappear anywhere on the 2nd level of the dungeon, typically behind the party, especially when there are traps ahead and he can try to force them to retreat over them without searching.

Nargroth is further described in the Infernal Machine section of the Gazetteer booklet.

[AC 4, HD 8+3, HP 54, #AT 5/2, D 2-8 + 2, special]

TREASURE

Located inside Nargroth's secret hiding place, the following loot can be found: Leather Armor +3 (small size for gnome or halfling), Boots of Elvenkind (standard size), Wand of Fireballs (20 charges), 1300 GP in assorted gems

Nargroth [AC 14, HD 11+27, HP 96, #AT 2, Hit +6, Dam Great Axe 19 (2d12+6), or Gore 13 (2d8+4), Charge (extra 2d8 on Gore), Labyrinthine Recall*, Reckless (can attack at advantage, but then all attacks against him are at advantage as well), Multiattack]

Room 14

Darkness lies beyond the threshold of this door and the air smells stale and dry. Your light flickers as if combating the darkness, but the shadowed chamber beyond looks empty although the corners some twenty feet away on either side refuse to relinquish their hold on the darkness.

This room is home to a shadow haunt, which is an increased HD shadow [+3 HD]. It waits for the players to come close enough to touch, and then attacks. It seems to understand that it must be destroyed for the players to move to the next level of the dungeon and therefore will play a game of cat and mouse as it tries to waste time and drain as much STR from the party as possible.

1 Shadow [AC 7, HD 5+3, HP 25, #AT 1, D 2-5 + one point of STR drain on each hit]

TREASURE

Once the shadow is destroyed, a grey cloak with deep ash runes along the edge can be seen in one corner. This is The Cloak of Two Worlds. It acts as a standard Cloak of Protection +2, but 3/day it can cause the 'Etherealness' effect for up to 10 minutes. If placed on a ghost, it will give the ethereal creature physical form. This effect does not restore 'life' to an undead, but it does make an ethereal body whole again, with pale and cool skin that is essentially cold blooded.

1 Shadow [AC 12, HD 6, HP 27, #AT 1, Hit +4, Dam Touch 9 (2d6+2), Strength Drain on each successful attack drains 1d4 STR from victim, Amorphous*, Shadow Stealth*, Sunlight Weakness*]

Room 15

The door opens to a buzzing sound that ends in a loud crack. The smell of brimstone fills the air, but otherwise this twenty-foot-square chamber is empty.

This is a broken room that provides a buzz/pop upon entry. This room has been damaged by the earthquake felt at the beginning of the adventure. It is one of the prime reasons why the Infernal Machine is now creating the Corruption to attack the outside world.

Room 16

Upon inspection, the door has been wedged open. An octagonal chamber rests behind the door and the sounds of skin slapping and heavy grunts greet your ears. Inside, a small group of grey-skinned and stringy white-haired humanoids participate in a wrestling match on a dirt floor, your intrusion causing the combat to cease before they let out a cry of rage.

A tribe of grimlocks has managed to survive in the dungeon's 2nd level for a few weeks, and to keep themselves entertained and fit, they now use this chamber as a way to exercise.

8 Grimlocks [AC 5, HD 2, HP 10 (x8), #AT 1, D 1-6, see invisible and blinded by bright light]

TREASURE

50 GP, 200 SP, amethyst (200 GP), red spinel (175 GP), Monk's Belt [grants the wearer all the abilities of a Monk ¼ their level, minimum level One. Thus, a 12th level fighter with this belt would also have the abilities of a 3rd level Monk, although not the extra hit dice.]

8 Grimlocks [AC 11, HD 2+2, HP 11 (x8), #AT 1, Hit +5, Dam Club 5 (1d4+3)]

Room 17

If the smell of unclean humanoid or rotting flesh had a child, it would describe the reek that plunges from this chamber as you open the door. Within, a dense green fog reflects your light source making the murky depths within impossible to see.

Two trolls lurk within the fog and will attack from concealment once the players make their way into the room, surprising on 2 in 6.

2 Trolls [AC 4, HD 6+6, HP 25, 22, #AT 3, D 5-8/5-8/2-12, regeneration at 3 HP per round]

TREASURE

740 GP, Ring of Protection +2, Warhammer +2, 2 Potions of Extra-Healing [Potion of Greater Healing]
2 Trolls [AC 15, HD 8+40, HP 84, 73, #AT 3, Hit +7, Dam Claws (x2) 11 (2d6+4), Bite 7 (1d6+4), Keen Smell*, Regeneration (gains 10 HP at start of every turn), Multiattack]

Room 18

Upon opening the door, the howl and guttural thrum of great apes echo from the chamber walls.

More of the dreaded carnivorous white apes occupy this room. The four housed here are just as angry and ferocious as others in the dungeon and will attack on sight.

4 White Apes [AC 6, HD 5, HP 30, 22, 20, 18, #AT 3, D 1-4/1-4/1-8, rending +1-8 if both fist strikes hit]

TREASURE

Small platinum monkey skull (1,000 GP), Quarterstaff +3
4 White Apes [AC 12, HD 3+6, HP 20 (x4), #AT 2, Hit +5, Dam Fist 6 (1d6+2), Multiattack]

Room 19

The door to this chamber opens slightly before some resistance is given as you force it the rest of the way ajar. Trash, perhaps accumulated from dozens of rooms, spills out of the thirty-foot room with two doors, one on the south wall and one on the west.

A neo-otyugh resides inside the piles of trash, and if the players investigate, it will rise up and press an attack, attempting to pull party members into the refuse and bury them.

1 Neo-Otyugh [AC 0, HD 12, HP 80, #AT 3, D 2-12/2-12/1-3, disease]



TREASURE

200SP, 250 GP, Wand of Cure Moderate Wounds (38 Charges) [Wand of Greater Healing 4d4+4]

1 Otyugh [AC 14, HD 12+48, HP 114, #AT 3, Hit +6, Dam Tentacle (x2) 7 (1d8+2) +4 (1d8), Bite 12 (2d8+3), Tentacle Slam (medium or small creatures grappled by at tentacle must make a DC 14 Strength saving throw or take an additional 10 (2d6+3) damage and are stunned until the end of the otyugh's next turn), Multiattack]

Room 20

The smell of tangy incense and the call of a tropical bird greet you as you open the door to this chamber. Light from two smoking braziers lights a thirty-foot chamber that is decorated with plants and intricate painted screens. At the center, a large man with a tiger's head is seated at a table of polished black wood. He smokes a long pipe and slowly shuffles a deck of brightly backed cards as a bird on a stand behind him twitters away.

This is the lair of the rakshasa card sharp, an interesting character generated by the Infernal Machine who prefers to play a game of chance against a character before he kills the party. He will greet the players cordially, offering any one of them a game to pass the time as he waits in his 'little prison'. He will not elaborate any further, and if the characters refuse to play, he will go berserk and attack. The game of chance can be resolved in any way the DM sees fit, dice, cards, or simply role-play, but no matter who wins, the rakshasa will bow gracefully before throwing the table aside and attacking with a vengeance.

1 Rakshasa [AC -4, HD 7, HP 45, #AT 3, D 1-3/1-3/2-5, magical weapons below +3 do half damage and they are immune to spells below 8th level]

TREASURE

+2 Scimitar with ivory handle, Gem of Seeing, Luckstone [Stone of Good Luck], 1500 GP in assorted small gems

1 Rakshasa [AC 16, HD 13+52, HP 110, #AT 2, Hit +7, Dam Claws 9 (2d6+2), Curse (all creatures struck with claws are cursed), Innate Spellcasting (3/day, Charm Person, Detect Magic, Invisibility, Major Image, Suggestion, 1/day Dominate Person, Fly, Plane Shift, True Seeing. (1d6+2), Limited Spell Immunity (6th level of lower), Multiattack]

Room 21

Several pieces of wooden furniture sit in this room, and a huge tapestry depicting a desert oasis at night dominates the eastern wall.

Once the party enters the room, the furniture will animate, creating a large amount of noise and confusion. Although the items do not attack, they make the entire room hard to move through, forcing players to ½ normal movement. In the end, they are simply an early warning system for the vampire in room 22, while also a means to hinder player's escape from the vampire.

If the characters insist on destroying the animated objects, they can do this but each piece of furniture (there are eight total in the room) explodes after several hits causing 1-8 points of damage to anyone attacking it.

TREASURE

None

Room 22

The door opens to the smell of dry wind and heat. The interior of this large chamber is hung with canvas, giving the appearance of a huge tent, and the floor is covered with rugs and pillows. Sitting amid the collection of finery is a man with chocolate-toned skin. He wears a white linen wrap, has several golden bands and bracelets on his arms, and has dark eyes shaded with black ash that draws back towards his ears.

This is the lair of a Nuban vampire, a creature who will attempt to use his gaze attack on any female in the party, and if there is not one, will then use the gaze on the strongest looking fighter. Charmed females will move to stand behind him, while charmed male warriors will attack the party, starting with any spell caster they can get near.

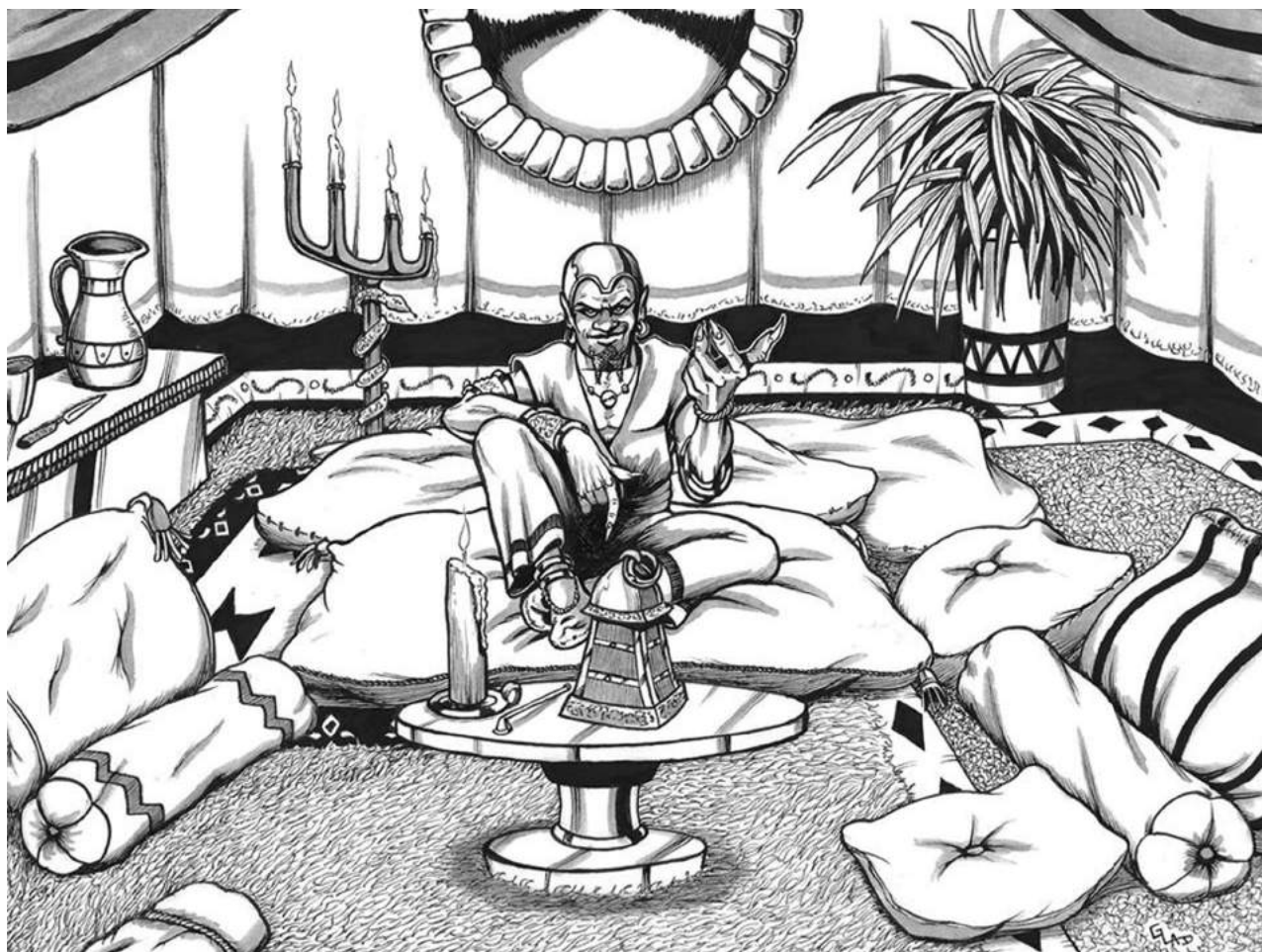
If brought to zero hit points, the vampire will turn into a cloud of vapor that quickly mixes with the smoke of the room. Characters are NOT required to kill the vampire outright, simply forcing him into gaseous form will be enough to have 'cleared' the room.

1 Vampire [AC 1, HD 8+3, HP 50, #AT 1, D 5-10, energy drain (2 levels per hit), Gaze (Charm Person), regenerate 3 HP per melee round, +1 or better weapon to hit]

TREASURE

Black Cloak of Protection +2, 4 bags with 50 PP in each, Scimitar of Speed

1 Vampire [AC 16, HD 17+68, HP 144, #AT 2, Hit +9, Dam Unarmed 8 (1d8+4), Bite 7 (1d6+4), Shapechanger*, Legendary Resistance*, Misty Escape*, Regeneration (20 HP at the start of each turn), Spider Climb, Charm (DC 17 Wisdom), Vampire Weakness*, Children of the Night*, Multiattack]



Room 23

Behind another wedged-open door, the heavy musk of unwashed humanoids flows out past you as glowing eyes appear from the darkness within the chamber.

This is the sleeping chamber for the grimlock band living in the dungeon. If awoken by the party, it will take them two full rounds to attack.

10 Grimlocks [AC 5, HD 2, HP 10 (x10), #AT 1, D 1-6, see invisible and blinded by bright light]

TREASURE
None

10 Grimlocks [AC 11, HD 2+2, HP 11 (x10), #AT 1, Hit +5, Dam Club 5 (1d4+3)]

Room 24

This door is unclosed and wedged, the stink of excrement can be detected at twenty feet from the entrance. Inside, this small dark chamber is filled with the foul leavings of a large group of humanoids.

The grimlocks have begun using this room as their latrine, but unbeknownst to them, there is a secret door on the far side of the chamber. Characters searching the room have a standard chance of finding the door.

TREASURE
None

Room 25

Another wedged door, this one leading to total darkness. As the stink from this section of the hall is already overpowering, the fetid darkness of this chamber is of no surprise. Your light casts long shadows into this large chamber, and within, more glowing eyes of a group of humanoids can be seen moving toward the door.

This is the grimlock waking chamber, and a collection of the band is going about the business of preparing food for the day. They will attack as soon as the door is opened or light breaks the darkness of their chamber.

10 Grimlocks [AC 5, HD 2, HP 10 (x10), #AT 1, D 1-6, see invisible and blinded by bright light]

TREASURE

300 GP among them

10 Grimlocks [AC 11, HD 2+2, HP 11 (x10), #AT 1, Hit +5, Dam Club 5 (1d4+3)]

Room 26

This door has also been wedged open slightly. Within this large chamber, a bed of gathered spoils and a makeshift table lie amid piles of treasure and bones. A small collection of weapons leans against the southwest wall and a walled up door lies on the same wall as the entry.

This chamber is home to the bugbear chief of the Yellow Teeth Clan. The chief has had the door to room 32 walled off, but the violet fungus has begun to leach through and the chief is in the beginning stages of the Corruption. If a battle takes place in room 33, he will move to help his fellows, but those fighting against him should note small patches of violet on his mottled skin.

Bugbear Chief [AC 4, HD 6+1, HP 32, #AT 2, D 2-8+2]

TREASURE

Chest, locked [DC 17], with 200 GP, 500 SP, a Potion of Healing, Ring of Feather Falling

Bugbear Chief [AC 17, HD 10+20, HP 63, #AT 2, Hit +5, Dam Morningstar 12 (2d8+3), Brute*, Heart of Hruggek (advantage on saves versus charm), Surprise Attack (add 7 (2d6) on any surprise attack), Multiattack]

Room 27

This ceiling of this room is covered with a strange honeycomb pattern of rock. Random coins and bones lie about the area.

Once the players enter and are investigating the honeycombs, one unlucky victim will become the prey of a grey ooze that lurks within one of the combs. It will spray out on the character and attempt to dissolve him or her.

1 Grey Ooze [AC 8, HD 3+3, HP 15, #AT 1, D 2-16, acid corrosion to metal, immune to spells other than lightning]

TREASURE

Gauntlets of Ogre Power are located in one of the rear honeycombs, and 130 GP are scattered in other honeycombs

1 Grey Ooze [AC 8, HD 3+9, HP 22, #AT 1, Hit +3, Dam Pseudopod 4 (1d6+1) + Acid 7 (2d6), Corrode Metal (all non-magic armor is reduced by 1 AC per hit by acid), False Appearance*, Amorphous*]

Room 28

The door opens with a burst of wind, the massive chamber beyond holding the thorny nest of large beast with the head of a lion, wings of a dragon, and a mace-like spiked tail. Each wall houses a single door.

This is the lair of a mantichore, seemingly summoned directly from some lofty mountain home. It will turn and attack any target within its line of sight with its spikes and stay within its nest which helps provide it with greater AC.

1 Mantichore [AC 3/1 (in nest), HD 6+3, HP 34, #AT 3 (or special), D 1-3/1-3/1-8, iron spikes can fire 6 per round for 4 rounds, each spike causing 1-6 points of damage]

TREASURE

The ankh for room 4 is located here, along with 760 GP in the nest, and a Hat of Disguise.

1 Mantichore [AC 14, HD 8+24, HP 88, #AT 3, Hit +5, Dam Bite 7 (1d9+3), Claw 6 (1d6+3), Tail Spike 7 (1d8+3), Multiattack]

Room 29

The door opens to a 'pop/buzz' above your heads, and a dimly lit thirty-foot-square chamber with a strange basalt floor decorated with dozens of black circles. Other than the decoration, the room appears to be empty.

Like room 10 on dungeon level one, the Infernal Machine is looking to weaken the party with an unforgiving and unavoidable trap. Thus, we find this massive Fire Trap chamber, listed here because it contains treasure that must be recovered before the dungeon level is considered 'clear.' Players must actively search the room which will cause the black circles to release a massive blast of fire upon anyone actively searching.

Damage for the flame blast is 3d6 points of damage. The trap will not reset until the door is closed.

TREASURE

Three fire opals (700 GP each) are set in a small alcove in the rear of the chamber.

Room 30

The oppressive smell of brimstone presses against you as you open the door to this chamber. Inside, four large black hounds rise to attention, smoke roiling from their mouths as they begin to growl.

Four hell hounds have been summoned to this room and attack the party upon entry.

4 Hell Hounds [AC 4, HD 6, HP 20 each, #AT 1, D 1-10, or breath weapon for 6 points of damage in a cone]

TREASURE

+3 Obsidian Bladed Knife with pearl handle, 30 PP in a black silk bag

4 Hell Hounds [AC 15, HD 7+14, HP 45 (x4), #AT 1, Hit +5, Dam Bite 7 (1d8+3), Fire Breath (15' Fire Cone, DC 12 Dexterity for half damage, 21 (6d6), Pack Tactics (at advantage if target engaged by fellow hell hound), Keen Hearing and Smell*]



Room 31

This dimly lit chamber resounds with a chorus of guttural barking and the clank of heavy armor and shields. Inside, toward the center of the thirty-foot room, a small phalanx of humanoids lower their spears in defense of their territory.

This newly summoned gang of hobgoblins will attack on sight.
8 Hobgoblins [AC 5, HD 1+1, HP 10 (x8), #AT 1, D 1-8]

TREASURE

70 GP among them

8 Hobgoblins [AC 18, HD 2+2, HP 11 (x8), #AT 1, Hit +3, Dam Longsword 5 (1d8+1), Martial Advantage (once per turn the hobgoblin can deal an extra 7 (2d6) damage if an ally is within 5')]

Room 32

Across the hall from this closed door, a crack runs from floor to ceiling exposing a thin line of natural rock. Bits of sandstone litter the floor before the door and round the doorframe, and a tinge of violet residue stains the stone.

Upon entry, this small chamber is filled with violet fungus. Anyone entering the room must make a successful save versus poison or become sickened with the Corruption. The original inhabitants of the chamber, a small group of goblins, have already succumbed to the Corruption and will attack the party as fungal goblins. These creatures look like goblins with morel fungal mushroom heads and violet skin. They attack as quickened zombies, hoping to rend and eat the victims.

4 Fungal Goblins [AC 6, HD 4, HP 20 (x4), #AT 3, D 1-4/1-4/1-6, claw/claw/bite attack and save versus poison or be corrupted on a successful bite attack]

TREASURE

7 cuts of violet topaz (150 GP each)

4 Fungal Goblins [AC 17, HD 6, HP 21 (x4), #AT 2, Hit +4, Dam Claws 5 (1d6+2), Corruption Bite (DC 12 Constitution or become infected by the Corruption curse), Multiattack]

Room 33

The door opens to a haphazard collection of battle spoils, discarded food scraps, and sleeping pallets. Among the 'decorations', a small group of larger humanoids are in residence.

Another bugbear clan, this one having only secured two rooms of the dungeon, resides here. They will attack on sight, and noise from the assault will bring the band's leader from room 26 into the fight in two rounds.

7 Bugbears [AC 5, HD 3+1, HP 14 (x6), #AT 1, D 2-8]

TREASURE

Round Metal Shield +3, 270 GP among them

7 Bugbears [AC 16, HD 5+5, HP 27 (x7), #AT 1, Hit +4, Dam Melee Weapon 11 (2d8+2), Brute*, Surprise Attack (add 7 (2d6) on a surprise attack)]

Trap A: Flame Blast Trap

This nasty hall trap looks to be the opening to another hall with a door at the end. Detecting a trap here is at -10% detection for a thief who is actively searching [DC 20 Perception]. Disarming the trap is at -25% [DC 25]. Any characters in the hall when the lead character comes within three feet of the end door will be subject to a Fireball that envelopes the hall. The Fireball does 6d6 damage to anyone within 10' of the door and 3d6 to anyone within 20' of the door.

Trap B: Water Trap Room

This is more of a 'panic' trap, not meant to kill party members, but instead make them want to lose their lunch. It is the Infernal Machine's way of saying that it controls their destiny. The chamber is simply a 10' x 30' room with various glyphs on the walls and decorated with an ermine paint that is mixed with gold flakes. Investigating the room will cause the trap to trigger, suddenly slamming the metal door [anyone trying to stop the slam must make a successful bend bars check or take 3d6 damage]. This test must be repeated each melee round that the door is held open. Once the door is closed, water begins flowing into the chamber at a high rate. Characters will be forced to swim in three melee rounds, and will nearly be out of air and room at the top of the chamber by melee round five. On melee round six, however, the metal door will slide open and the water will burst into the hall and be sucked down through grates in the exterior. Characters should have no real idea about why the trap 'failed', but it can be a nice topic of discussion once outside the dungeon. This trap also has a -10% detection [DC 20 Perception] because of its highly magical nature. Disarming the trap is at -25% [DC 25].

Trap C: Flame Trap Room

See room 29.

Traps D & E: Pit Traps

These are very similar to the Pit Traps found on the dungeon's 1st level, in that they are 10' deep and filled with obsidian shards [causing 3d6 damage to anyone falling in them]. They aren't concealed in any way, and are simply a way of slowing and frustrating any party trying to get farther back into the dungeon using this particular hall.

Trap F: Arrow Traps

There are also two Arrow Traps marked with two-sided arrow markers on the map. They lie along the eastern and western halls that move away from the main entry. These doors, however, do not have the same +15% bonus to detection as on dungeon level one, and any thief can certainly search for them [DC 17 Perception]. Once discovered, they cannot be disarmed, but parties are not required to open them to 'clear' this level of the dungeon. If triggered, three arrows are fired into the 10' square before the door each doing 1d6 damage to a randomly rolled character.

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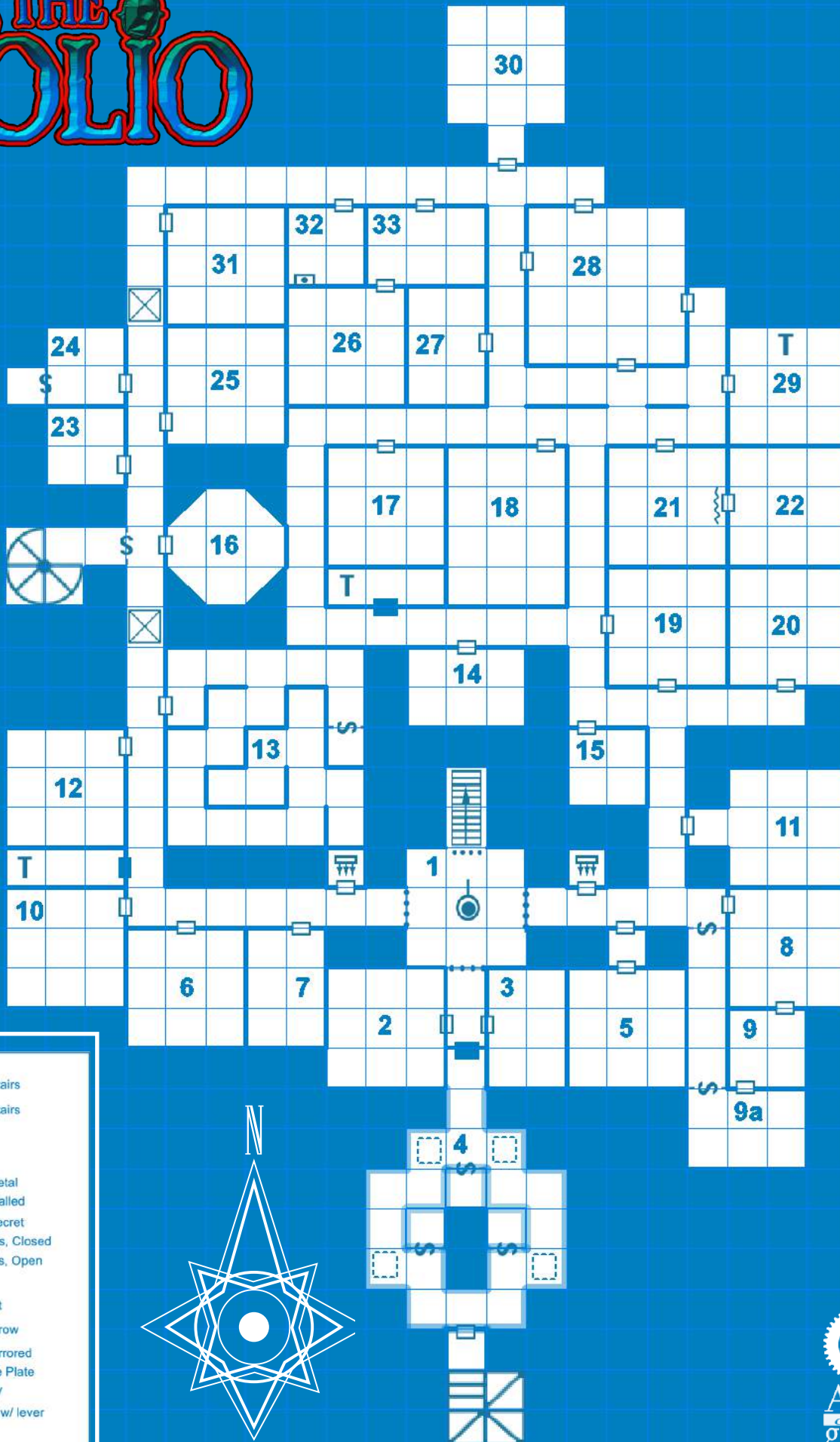
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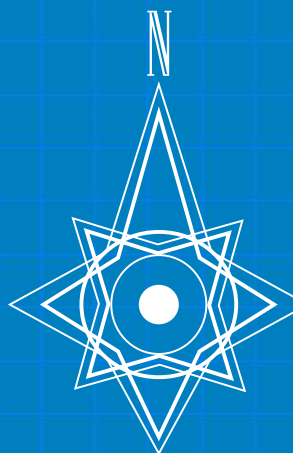
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THE FOLIO



- Spiral Stairs
- Spiral Stairs
- Stairs
- Door
- Door, Metal
- Door, Walled
- Door, Secret
- Portcullis, Closed
- Portcullis, Open
- Trap
- Trap, Pit
- Trap, Arrow
- Wall, Mirrored
- Pressure Plate
- Tapestry
- Statue w/ lever



ROS2.5

Bonus Module

THE FOLIO

Mini-Module



ROSLOF KEEP CAMPAIGN

Test of the Tower

Mini-Module ROS2.5

by Scott Taylor

The wizard of the party (or appropriate spell caster type from 5E) is invited by Molo of the Nine Wives to participate in a test for membership into the Order of Towers. If accepted, the wizard will gain the chance to collect two mid-level magical items and become a member of the Order of Towers (granting access to many spells at a fraction of the cost). If the wizard fails, then Molo collects another soul for his necromantic collection!



Dungeon Master Notes & Suggestions

The test will challenge the wizard's intelligence, wisdom, and spell utilization. Molo will allow other willing members of the party to participate, but warns that failure by any member will result in the collecting of a soul. However, a single mid-level magical item (or enchantment of a current item) will be made available to all those 'helping' the wizard pass the test, so there is added incentive for those wishing to partake.

Molo of the Nine Wives

Molo is above all else a necromancer, but his true passion lies in his ability to collect wives. This typically won't manifest too heavily in a campaign, unless of course the player wizard taking the test is a female. If that is the case, and she fails the test, instead of taking her soul, Molo will offer her a chance to be his 10th wife. Either way, the character is essentially retired, as being a wife of Molo is little more than slavery (although it might make for a cool side campaign trying to free her from this servitude).

Concerning his ability to take a soul, if any character falls to zero hit points during the test **[5E would be two failed death saves]**, Molo has prepared a powerful Vampiric Touch (3d6 necrotic damage) spell that passes through runes in the testing area and sucks the remaining life from the victim. He then channels this life into his relic staff, known as the Staff of the Nublar, which stores the energy as a charge per level of victim. The staff can then be used to enhance any evocation spell by multiplying the damage done by either 2 or 3, depending on the number of charges used.

The Order of Towers

The Order of Towers in an ancient sect of Wizards (if you are using the Nameless Realms setting, then use the Wizard race) who fall predominately into three categories. Ebon Robes, who wear black and gold and lean toward the more questionable discipline of necromancy. The Ash robes, who wear grey and gold and strike a balance among the Order. And lastly, Snow Robes, who wear white and gold and venerate the more peaceful pursuits of abjuration and divination. Those who take the Test of the Towers find themselves bound to the guild, and have the right to study from their voluminous spell collections (consider any spell desired to be acquired in less than a week), as well as receiving gifts of magical items upon completion of the testing, and reduced pricing on magical goods thereafter (50% discount).

The Acquisition Test

The test is broken into three distinct parts—the Soul, the Magic, and the Mind. Each will test a particular skill of the magic-user, but remember, the test is designed for a single taker. If the magic-user takes helpers into the test, then more problems will appear to combat the added strength (think Luke in going into the swamp cave and taking his weapons).

Introduction

Molo gives you greetings, eyes what you have brought with you, and then provides a thin smile as he clicks two bronze fingertip covers together on his left hand (a personality tic).

'I am glad you've decided to take my test, and I hope you have prepared yourself, as this will not be an easy task. First, however, I must ask once again if you agree to the terms of test?'

At this point, he will wait for the player/players to agree verbally to accept the challenge of inclusion into the Order of Towers or death in the attempt. Non-wizard characters must take the same oath, although they realize that they will not become members of the Order of Towers and are only there to assist their friend.

'Good, then it is settled!' he replies before clicking his fingers together again. At the sound the wall behind him begins to glow, and he waves you forward, a palpable sense of magical energy washing over your skin.

Part One

The Soul

(The Testing of Wisdom)

Area 1

The magical light fades, leaving the hair still standing on the back of your neck and the taste of sulfur heavy on your tongue. Before you, placed in a line, are three tables with three rolled scrolls.

Each scroll contains a small story that tests the wizard's acumen for determining the truth. Once read, the wizard must answer whether the story is true or false. A Wisdom check must be rolled to determine if the wizard is correct. The Wisdom check becomes 1 point harder for every person who has accompanied the character on the mission. Thus a magic-user with a 14 Wisdom and three companions would need to roll an 11 or less on a d20 to successfully answer the question **[Wisdom DC 13 +1 per companion]**.

If successful, the magic-user can then read from the next scroll. If unsuccessful, a number of skeletons appear that equal the total number of HD of the party members.

1 Skeleton [AC 7, HD 2, HP 10, #AT 2, D 1-6, ½ damage versus slashing/piercing weapons]

TREASURE

None

1 Skeleton [AC 13, HD 2d8+2, HP 10, #AT 1, Hit +4, Dam Claws 5 (1d6+2)]

This repeats until all scrolls are either failed or successfully answered. Once the final scroll is read and the results dealt with, another magical portal will appear in the chamber wall.

Area 2

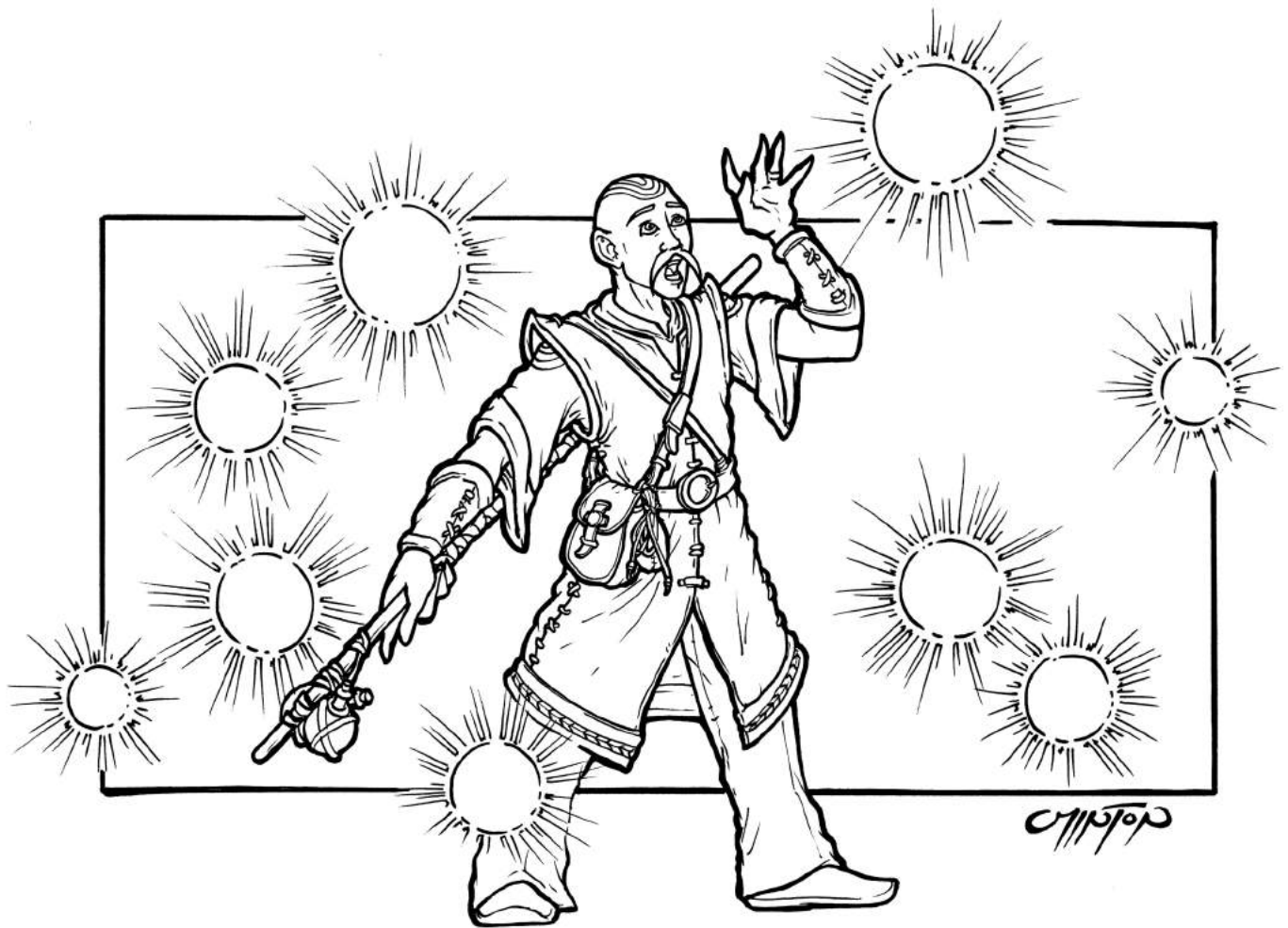
A flash from the gate blinds you momentarily before you find yourself in a dusty chamber with walls covered in ancient holy glyphs. Each glyph represents an act of goodness perpetrated by a god. However, further investigation seems to indicate that some of the acts of goodness had negative effects on mortals in the worlds they were done. As you study the great stories that surround you, a magic mouth appears and asks, 'Pick the three greatest and purest acts of goodness from the tales upon the walls.'

Again, this is a test of Wisdom using the same system as room one, however instead of skeletons appearing upon a failed Wisdom check, a single Glyph Golem appears with a total number of HD equal to that of the entire party*.

1 Glyph Golem [AC 7, HD Varies*, HP Varies*, #AT 1, D 2-16, +1 or better weapon to hit]

TREASURE

None



1 Glyph Golem [AC 14, HD Varies*, HP Varies*, #AT 2, Hit +8, Dam Slam 16 (2d10+5), Multiattack, Damage Immunities: Acid, Poison, Psychic; Bludgeoning, piercing, and slashing from non-magical weapons]

Once any summoned golems are defeated and three glyphs have been chosen, another portal will appear in the far wall of the chamber.

Area 3

Once again the light settles around you revealing a small study with at least thirty books piled up on a desk. At your approach, another magic mouth appears asking, *'From these tomes secrets can be discerned of your near future. Find three of worth, and you will receive a boon.'*

The books describe various creatures, immunities, and spell effects. The wizard must again make three Wisdom checks as above. However, unlike the previous rooms, there is no apparent effect or result of any of the checks. In reality, the checks carry over into the next section of testing and play out there.

Once three things of 'worth' have been determined (regardless of positive or negative outcome), another portal will open on the wall of the study chamber.

Part Two

The Magic

(The Testing of Magic)

Area 1

Another light, but this time you find yourself in total darkness, the eerie sound of lilting string music playing against your senses.

The first test here requires a light spell or cantrip. If not memorized, the wizard will be in some trouble unless he/she managed successes in room 3 during Part One of this trial. Within the dark room is a phantasmal bard, a construct of magical energy that can be killed instantly by any one of the magic-user's spells (DM's choice), and if the magic-user passed a room 3 'worth' test, he can use that success to know exactly which spell will do the trick (if the phantasmal bard is either unseen or seen). If, however, the magic-user does not use the correct spell for some reason, or if the party employs another means of light like a torch or lantern, the phantasmal bard will attack on round 2.

If more than just the magic-user is present in the test, then the 'worth' spell will only negate the phantasmal bard's requirement of a +2 or better weapon to hit **[Damage Immunity: Non-magical]**, and the party will have to contend with him physically. Once defeated, the party will see a single exit in the room leading to the north.

Phantasmal Bard [AC 3, HD 3, HP 18, #AT 2, D 1-6/1-6 (Short Sword), Can be destroyed by a single spell]

TREASURE

None

1 Phantasmal Bard [AC 17, HD 4d8+6, HP 19, #AT 2, Hit +4, Dam Short Sword 5 (1d6+2), Multiattack, Can be destroyed by a single spell]

Area 2

A strange green glow emanates from the dark walls of this large chamber. Inside, a single chair rests on its side, a goblet beside it with a bit of spilled wine still wet on the stone floor.

This chamber works just like room 1 in that a single spell (again DM's choice, and should be chosen before each encounter) can destroy the magical creation within if the magic-user is alone. If accompanied, the creature's magical resistances will be disabled with the spell as above.

As you approach the chair, the wine shimmers and shapeshifts into a crimson praying mantis.

Once manifested, the mantis will leap to attack, jumping from victim to victim causing havoc among the party due to its speed and small size. When defeated, the remainder of the room can be searched, revealing another hall beyond a tapestry on the north wall.

Crimson Mantis [AC 0, HD 4, HP 22, #AT 2, D 1-6/1-6, Two Claw Attacks, ½ damage versus slashing/piercing weapons]

TREASURE

None

1 Crimson Mantis [AC 20, HD 5d8+6, HP 26, #AT 2, Hit +4, Dam Claws 5 (1d6+2), Multiattack, Can be destroyed with a single spell]

Area 3

A circular chamber opens up beyond the hall. Six recessed alcoves lie within the curved walls, three on each side of the hall, with another hall directly across the thirty-foot span in the center of the room.

When the magic-user enters, six glowing orbs will fire from the alcoves, hang menacingly for a single round, and then attack. They can be destroyed instantly with a 'worth' spell (preferably an area of effect if the magic-user has one memorized), or defensively negated if more party members are present. Each orb will attack a random target on round two if not negated, but at least one will always concentrate on the magic-user if possible.

6 Deadly Orbs [AC 4, HD 1, HP 6, #AT 1, D 1-6 (energy burst)]

TREASURE

None

6 Deadly Orbs [AC 16, HD 1d10+2, HP 7, #AT 1, Hit +4, Dam Energy Burst 5 (1d6+2)]

Part Three

The Mind

(The Testing of Intelligence)

Area 1

The hall stretches out before you, the stone floor slowly being replaced with smooth black and white tiles in a seemingly discernable pattern. After twenty feet, the remaining plain stone peters out, leaving only polished tiles before you.

This is the first test of the magic-user's Intelligence attribute. Like Wisdom in Part One, the player must roll an appropriate check against that statistic to discern the pattern on the floor or cause a trap to be sprung.

For every person who has accompanied the wizard on the mission, the Intelligence check becomes 1 point harder, thus a magic-user with a 14 Intelligence and three companions would need to roll an 11 or less on a d20 to successfully determine the pattern **[Intelligence DC 13 +1 per companion]**.

If successful, the party passes without incident. If not, the following Flame Trap blasts the party from the walls.

Flame Trap:

3d6 Fire damage [9 (3d6)]

Area 2

As the pattern fades back to stone, the hall continues to move inexorably on, finally twisting and turning before widening to twenty feet. Once expanded, a series of globes, 4 large, 12 medium, and 2 small, all in varying hues, appear in the air before you.

This is a puzzle representing the 4 seasons, 12 months, and 2 solstices. With a successful Intelligence check (as above), the magic-user can solve the puzzle by placing each in perfect succession and continue down the hall. If failed, 3-18 of the globes will send an elemental 'shockwave' through the chamber, damaging everyone that fails a saving throw. Damage is 1 point per globe that 'attacks'. This only occurs once, and then all the globes disappear.

Area 3

The wide hall finally comes to an end at a set of rune-covered double doors. Two great rings hang from them, and upon the stone in which they are set a series of arcane commands have been etched.

The magic-user must read magic upon the etched arcane symbols in the stone and then translate them into the proper order to open the door. Once again, we have a standard Intelligence check as above, and a failure to pass the test results in the rings on the doors 'knocking' against the metal frame, causing a single point of damage per party member (e.g. 4 members in the party results in 4 points of damage per character). However, unlike the previous tests, this one **MUST** be successfully passed to open the doors, thus continued Intelligence checks will need to be made until the doors are open, each fail causing the same damage.

Conclusion

Once the final doors open, Molo will be waiting, the black obsidian Staff of the Nublar in his hand. Any characters who have died will have had their souls sucked into the staff at this point, but nonetheless, he will greet the party and congratulate them for passing the test. He will then provide each with a gift (+2 weapon or enchantment of an existing weapon or armor), and then provide the magic-user with an evocation-based wand of some type and a Robe of Armor +4 that is of the appropriate color to match the alignment and nature of the magic-user who passed the test.

Note on Magic-User Death

If the magic-user taking the test dies during the test, leaving other party members still inside, then they must attempt to finish the test, using the highest INT or WIS attribute in the party for the attempts. Obviously, some tests require a base of magical skill, so by default anyone with any type of casting ability can 'finish' a test that requires some magic, like the final door.

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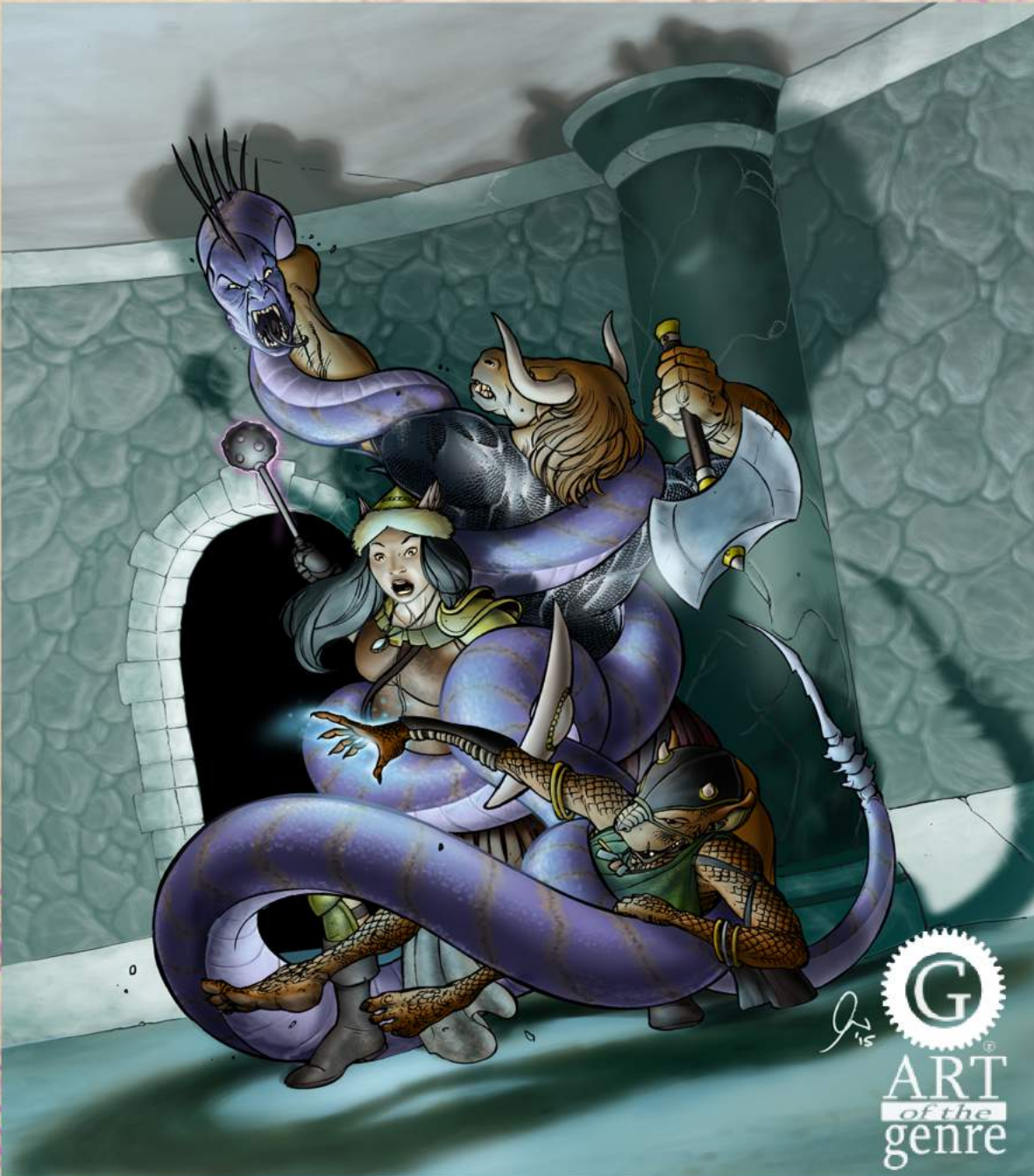


THE FOLIO

Folio Module ROS3

Curse of the Violet Corruption!

An Adventure for Characters Levels 5-7

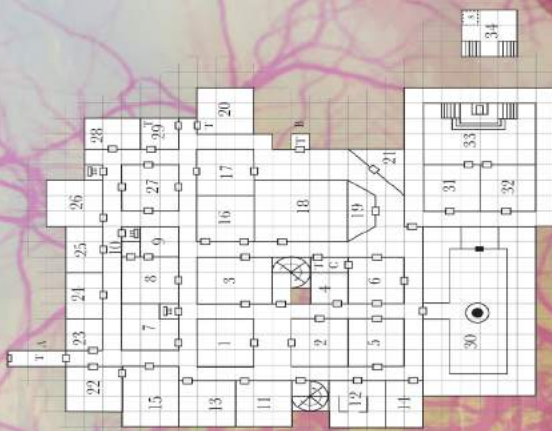


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ART
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genre

Folio Module ROS3 Curse of the Violet Corruption!

by Scott Taylor and Mark Timm

* objects on map are not to scale



S SECRET DOOR

↔ ARROW TRAP

▲ FLAME TRAP



The Oakfield Province lies along the great trade road between Ketton Keep to the West and Perlot of the Tall Ships in the East. It has become a small outpost of civilization amid the chaos of the Kemalin Wildlands & the O' Lanstard Deadlands, buffering humanity against the encroachment of countless dark humanoid and terrible beasts.

Part Three of The Roslof Campaign

Standard Dungeon
Expansion Levels
5-7





Folio Module ROS3

'Lillian Isabella of the Brother's of Earth pays tribute to a fallen ally in the Fields of Gold'

Curse Of the Violet Corruption!

An Adventure for Characters Levels 5-7

Questions Concerning Gameplay

As more and more folks have begun campaigning in Roslof Keep, some questions have been posed to me that I'd like to take an opportunity to clarify here, as I think they might help DMs go about the business end of the dungeon. Again, these are just my guidelines on the way I designed and played Roslof, but it is always your sandbox, and therefore your choice of how you want things to work. So, without further delay, I'll first pose the question and then give my answer.

Concerning Rooms

Characters in my campaigns have occasionally reopened rooms, but it isn't the norm because the focus is to clear every room on each level so that they can go lower. It should be understood that once the door closes, the room will repopulate (with a DM determined monster) the next time it is opened. So, players usually steer clear, especially since they know that other companies are out there, and depleting their resources and HPs on rooms already cleared isn't a good way to stay alive.

Concerning Other Parties and Doors

Companies absolutely DO NOT want to do their rivals any favors, so they usually close doors to repopulate rooms or may strategically open doors on low levels to release monsters. This allows the monsters to explore and create territories like you will see in various places. The aim is to make it harder on less experienced parties.

Concerning Clearing Levels before

Moving to the Next

Once again, yes, to get to level 2, even if they have found one of the two stairs, the party MUST clear all standard rooms (not including trap only rooms or secret rooms). Once that is done, their Mithel Standard will register a number on it (corresponding to the level cleared), and they can then travel to the next level of



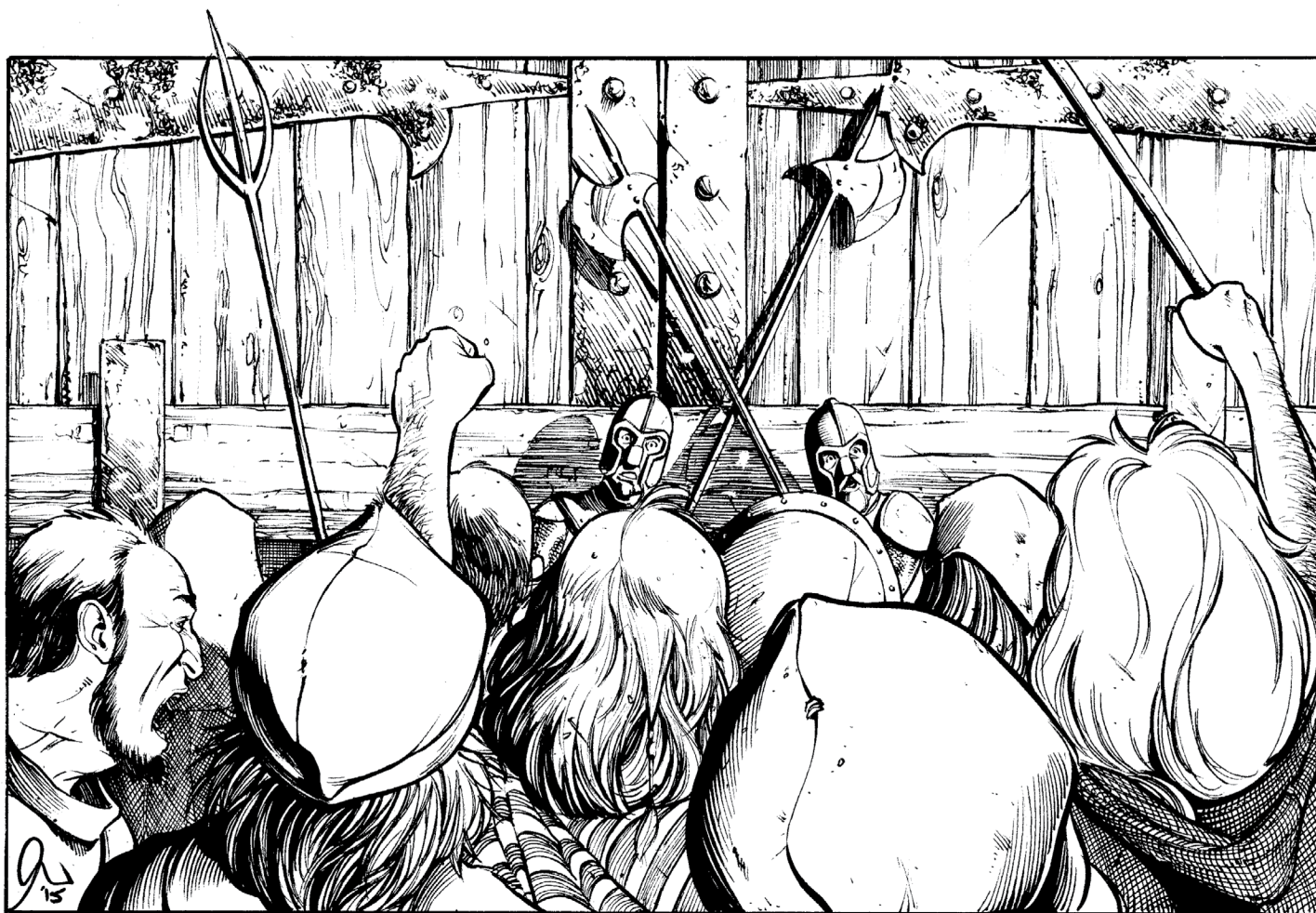
the dungeon. This limits 'rush attacks' to lower levels to gain more experience or items and allows the players to become more intimately familiar with the dungeon, the NPCs in it, and the other companies that are beneath them at any given time.

Concerning Adding New or Experienced Party Members

This is something I've waited until this point to expand on because I think it is important that the adventurers 'do their own work' during the first couple levels of the dungeon, but now and beyond, it might serve the party or the DM to add a new member to the company who has already had experience in the dungeon. Most commonly, this will be Lord Aldenmier, although it can also be any member from another company, or beyond, who joins the Ivory Scimitar. If the new member has reached lower levels than the party, those levels trump all other members. Therefore, if you add a new member who has reached level 6, the entire party can travel to level 6 without clearing all rooms to that point. Note: Be careful using this loophole rule, it can bite a DM later!

Concerning Player Death

As I've run these modules, I've seen death tolls go as high as 60%, but typically 30% of the characters will be lost until the party is well established. In the case of character death, I generally have players bring in new characters with levels comparable to those in the party. I always try to have several available and interesting NPCs around that the players might want to take over. There is also the possibility of resurrection, but I tend to make that a very difficult option in my world. I also make people who have been raised have a 'look of the lost', as though they were at the side of their god and then pulled away, making their 'second life' a kind of tragedy that they have to deal with on an emotional and psychological level.



I make no bones about these modules being hard and deadly. Nice thing, the party can withdraw and allow the monster to live while they lick their wounds and come up with a plan. That, however, might lead to the monster becoming more powerful next time around, but monsters don't really try to escape their rooms on the first go, so they will likely still be there upon a quick return. And about 5E, or even 1E, I'm from a school of thought that says players influence dice and somehow, somehow, natural 20s happen. I've seen far too many 'no win situations' won by players in my day NOT to think that, and I also think those situations are the ones that continue to be talked about for years to come, so if a monster seems overpowered, then maybe it is, but my players typically take it down anyway.

Concerning Treasure

As for treasure, the DM should randomly roll for treasure as per creature type if the room is cleared and then reopened. However, in my experience running this three times, players rarely ever want to revisit any room they don't have to because rooms weaken parties, and thus make them vulnerable to attack from other companies. Also, the treasure I have listed can be changed at the DM's discretion, but I put some more powerful items in there on purpose, so keep that in mind before gutting high powered items.

CAMPAIGN BACKGROUND ON

'The Violet Corruption'

The basis for ROS3 is the Violet Corruption sent against the city by the Infernal Machine. Hinted at in ROS2, this seemingly violet fungal 'infection' is actually a curse spread through physical

contact. Thus, it can't be cured by divine magic, unless a priest is attempting a Remove Curse. However, the Infernal Machine, and therefore its magic, is considered to be 20th level, and even a successful Dispel will only cure a single person. Also, once cured, the person is still susceptible to reinfection, as there is no immunity gained from exposure.

Higher level spells, such as Anti-Magic Field, Mordenkain's Disjunction, Wish, or Limited Wish will affect the Corruption as per the spell, and a Limited Wish will cure one target, while a full Wish will cure a dozen.

There is also one other caveat where the Corruption is concerned. Anyone currently a full member of a Mithel Standard company is immune to the curse. Why? The Infernal Machine considers companies to be fair participants in its game, while outsiders have wrongly been considered cheaters in clearing the dungeon. Obviously, it was the earthquakes that caused the Infernal Machine to think this, but it cannot comprehend such things yet, and so has attacked the surface world in this insidious way.

Each Mithel Standard acts as a immunity zone, and anyone within a 100-yard radius of a banner is immune to the Corruption unless already infected before entering that zone. Also, corrupted victims cannot approach within 10' of a Mithel Standard, so if the party makes a foray into Daern Kelton with a banner, they can ward away the corrupted. This zone of protection means that as long as the bulk of the Mithel Standards remain in Roslof Keep, the Corruption cannot find a foothold among the non-company citizens there.

As the characters become aware of the nasty outbreak in town, they should have, by this point, a vested interest in protecting the citizens.



How the Corrupted Look

The Corruption takes several days to manifest once exposure has happened, with sentient entities first showing signs of violet blotches on their skin, then losing their hair, and finally manifesting more-like fugal heads, clawed nails, and elongated tongues. This process can take up to a week to fully mature, and once the process is complete, attacks from the corrupted can spread the Corruption to others. Since the Corruption is not considered a disease, Cure Disease spells will not work against it, and only a Dispel Magic versus a 20th level caster will expel the Corruption from a single target.

How They Recover [Not Dead]

Victims of the Violet Corruption fall into a mindless state and will attempt to spread their spores by attacking any uncorrupted creatures encountered. However, they are not dead, but simply cursed. The corruptive spell emanates from level 6 of the dungeon. If the spell is broken, all victims will slowly shed their corruption over the course of three days and fully recover with little to no memory of the events during their contagion. DM Note: Killing corrupted citizens is basically killing people who can be fully restored and saved. So, have the players keep this in mind, especially if they are playing Lawful Good characters.

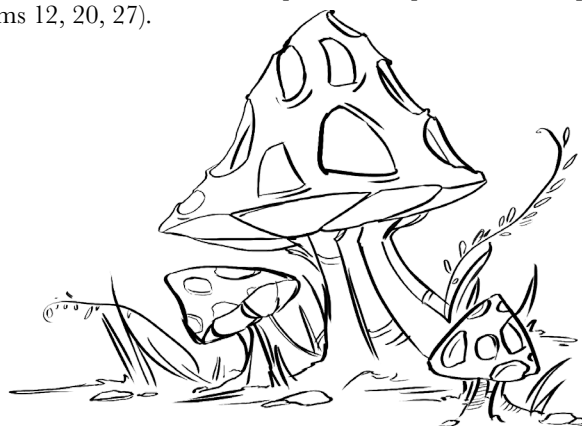
Researching the Fungus

If any character is particularly interested in researching and cataloging aspects of this outbreak (ala the magic-user NPC), you can give them the following information as they move through the dungeon, and feel free to add any other details you like!

- When two or more rooms of fungus are close together, they can feed off of each other's spore and vine powers to spread twice as fast.
- They can spread both by spore and vine, they can also

spread by germination from touch and the movement of one bit of fungus to another place.

- The closer they are to heat or a constant heat source, the pointier, harder, and more fire resistant (room 24) they become. They also turn a red/purple color and spread faster by spores.
- The farther they are from heat, or closer to cold, the rounder, softer, and easier to burn they become (but burning spreads a thick spore cloud that can germinate elsewhere). They also turn a purple/blue color and can grow larger than normal. These spread faster by vine (rooms 3 & 28).
- They can absorb other flora to take on its characteristics and become a mutated version (room 12).
- When they come in contact with a lot of noise or stimulation, they secrete a sap that attracts a luminescent bug. These bugs are not dangerous, but can illuminate areas with an eerie glow (room 14).
- If affected creatures eat the fungus, the remaining fungus will let out a mist that spreads the spores twice as quickly (rooms 12, 20, 27).



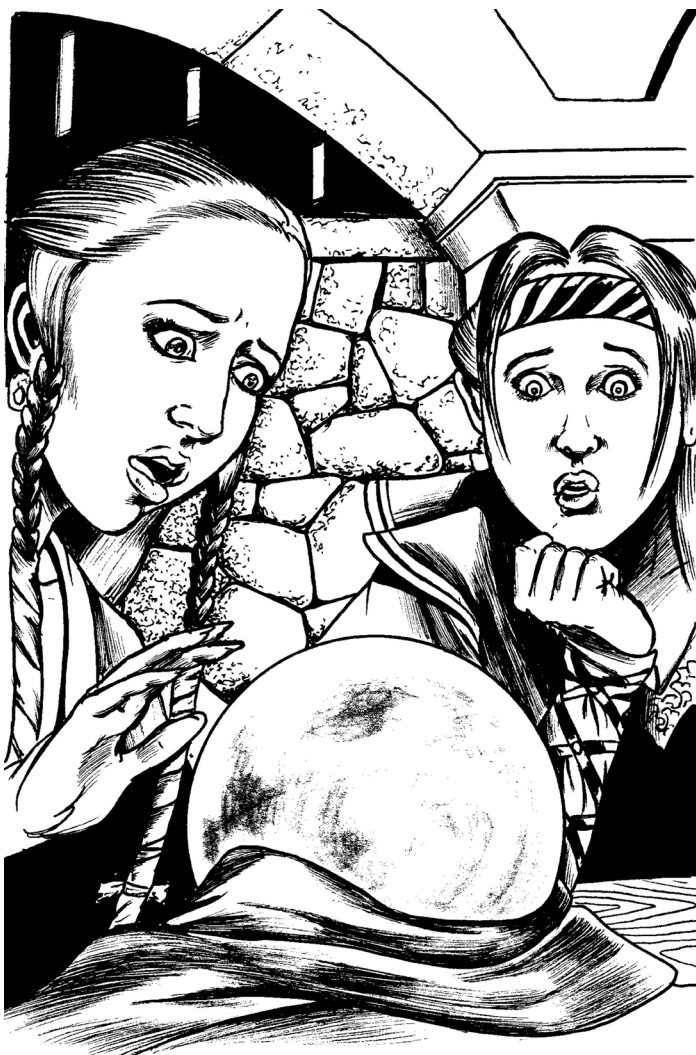
Dungeon Master Notes & Suggestions

1. The Slow Crawl:

As stated in the previous two adventures in this series, I enjoyed taking it slow, forcing players to investigate all rooms and having a good time along the way. However, by level 3, players might be getting anxious to further the adventure without clearing every room on each level. There are two ways around this, both discussed below, but again, if you as the DM continue to bring the story from above into the story below, I think a long lasting campaign will not grow as tiresome as some might think. Vesting players in their community is a key to this, especially with love interests, feuds, business interests, and dire enemies. Those are the true adventures in Roslof Keep.

2. Lord Tyrand Aldenmier:

As previously stated in ROS1, Lord Aldenmier might be older and broken in spirit, but he is not a tired old man. Again, think Kurt Russel in anything post 1997 and you get the idea of what he should be. Having once led the Ivory Scimitar into the dungeon, he has ventured all the way to level 5, and therefore can lead the current party past the blue force fields to that level, thus bypassing the need to clear every room. However, if this is the choice you decide as a DM, you'll first need to have ROS4-5 so you know what to expect!



3. NPC Alliance:

This is the best option and the one that ROS3 was built around. Deep inside the dungeon, the Infernal Machine is busy maintaining both the internal and external defenses of the complex, but it wasn't designed to do that and has become overtaxed. Think of a computer without the available RAM to keep multiple programs operating simultaneously. Now, it has been forced to turn a blind eye to its regenerating NPCs such as the Sly Six, Gex the kobold sorcerer, and Nargroth the minotaur. These NPCs are intelligent, and they understand that their purpose is to protect the dungeon, but they do not currently understand the Violet Corruption, and therefore have decided that they need to destroy it to save the dungeon. Working together, the NPCs are willing to pool their resources and knowledge of the dungeon to assist the party in clearing rooms otherwise too powerful for them. This should increase the speed and efficiency in which the Ivory Scimitar can function below ground, and also give them a huge leg up in the race with the other companies, most of whom will be focusing on saving their patron houses from the Corruption above ground. It also makes for incredible role-playing opportunities, as these NPCs and the players should have a very complex, and deadly, relationship up to this point.

4. Mithel Company Allies:

It is also possible, depending on how you've DM'd the series to this point, that friendships have developed between the Ivory Scimitar and other Mithel companies. If this has happened, it might make sense for another company to lend assistance below ground (with NPC membership to subvert the level restriction, see #2 Tyrand Aldenmier) or just by 'blocking' the dungeon and helping each other clear rooms with buffs or extra firepower for bigger fights. This can also work to help speed things along.

5. Monster Power Levels:

Level 3 of the dungeon is vastly more dangerous than the first two, and I've designed it to be run with the help of outsiders, be it the dungeon NPCs, Lord Tyrand Aldenmier, or other companies that might sign on to help jointly clear dungeon sections. Remember this, because otherwise ROS3 is likely to end in a TPK!

Overall Story Arcs and Threads The Outbreak:

This should be played out like a full-on zombie apocalypse. Bring in a bit of The Walking Dead into your campaign, and up the terror factor if you can. The initial sign of the outbreak should be revealed one night in a tavern, likely the Traveler's Inn, and come in the form of an overheard whisper, 'Old Dram said that he was attacked last night down by the water clock.' Dram was indeed attacked and infected by a corrupted vagabond who is now spreading the curse around town. After the attack on Dram, the water clock will become a breeding ground for the curse, and within a week, the entire clock tower will be covered in a fine layer of violet fungus.

After the initial rumor, more reports will filter in, first from Kobby End, and then over the full scope of the town. Within three days, paladins from the Tower of Justice are pressed by the number of sick, the Wayfarer Temple has become a triage center, and Lord Snee of Roslof Keep seals the gates to the keep in hopes of keeping the infected out.

No priestly spells seem to have an effect on the outbreak, and paladins have been whispered to fall to the Corruption as well. Panic abounds, especially after the gates of the keep are closed, although to this point no one inside the keep has shown signs of the sickness.

Seven days after the initial attack, the town will be fully overrun by corrupted citizens, and witnesses from the battlements of the keep tell a haunting tale of a trade caravan from Perlout of the Tall Ships that was quickly swallowed up by a violet sea of corrupted ‘zombies’.

The Town & the Keep

Considering that the player characters can’t contract the Corruption, they will become key to its destruction. As reports from Mithel companies tell of the Violet Corruption below ground, talking heads within the keep make the connection that the dungeon is somehow attacking the citizens.

First and foremost, each house within Roslof Keep takes some kind of action against the outbreak, although these are varied.

House Bri’yann pulls the Gilded Lancers back into its compound (which seems like a good decision since a Mithel Standard acts as an immunity zone from the Corruption, but more on this in the Dungeon section) while sending the Men of Iron into the dungeon on a kind of suicide run. The degree of success of the Men of Iron is fully up to the DM. Captain Donohoo of the Gilded Lancers refuses all attempts at dialogue, although if the party has found the banner in room 21, he will come forth to discuss it.

House Narolo also moves the Blades of Shadow into its compound and refuses most dialogue concerning how to combat the outbreak. Their lieutenant, Takahiro Hashinaka, is a man of distant ties to the T’ung Empire and will break away from his company to discuss ‘options’ with the Ivory Scimitar, but at this time will not go against the will of House Narolo or the current company leadership.

House Marung, House Vara’ki, and House Fey’Brace align with one another and form a plan to contain the Corruption. The Black Vanguard plants their standard at the gates of the keep and holds vigil there, while the Laughing Beasts slip out of Daern Kelton to watch the Eastern Trade Road, and the Brothers of Earth do the same on the Western Trade Road. In this way, the keep is kept secure, and any caravans will be warned away from Daern Kelton before they can add numbers to the plague victims.

This leaves House Aldenmier, who the other houses still regard as useless, to do whatever they choose. Lord Tyrand, however, believes that there might be clues as to the cause of the outbreak hidden within the old Fleetwood House at the crossroads of town.

A sub-adventure can be designed by the DM to allow players to make their way into the town, perhaps finding survivors there. However, if it is after Day 3, the Black Vanguard will not allow them to pass into the town while holding their Mithel Standard, ‘by order of Lord Sneer’. This means that any journey into the town puts the players at risk of attack (although not infection).

While in the town, several events can be observed or taken part in by the characters.

1. The Warrior of Chaos

At some point during their journey, they should take note of a mysterious warrior with a black shield bearing a red symbol of Chaos. He appears uncorrupted, carries an infant, and avoids contact with the party. Unbeknown to the party, he is a member of the Fleetwood family who sits on the Imperial Throne of the Nameless Realms. Months ago, he fled his family’s estates in the capital of Nextyaria to take refuge in the old family house. There, he discovered the Mithel Standard of the old Company of Chaos. Prior to the outbreak, he had considered forming his own Mithel company and had thus drafted a writ. Since the Corruption, he has focused his efforts on helping the townsfolk as best he can from the shadows.

2.

Violet Corruption does snake out in all directions from the water clock.

3.

The Fleetwood House at the Crossroads is locked [DC 16], but once inside, the characters will find an ancient collection of texts describing the dungeon. These texts also indicate that there are other entries into the dungeon, including one beneath the water clock and another in the wildlands to the east of the city known as The Hill. A map also exists to a dungeon beneath The Hill with a direct route laid out to a point which reads ‘a blue field covers what I believe to be the entrance to the lower halls of the keep dungeon’. (This will be of great use in ROS4, although there will be other opportunities to obtain it in that module if it is not found here.) If that is to be believed, then it is entirely possible that the Corruption can slip past the defenses of the Laughing Beasts and Brothers of Earth to corrupt settlements outside in all the Daern Lands.



Several hastily scribbled notes atop the texts indicate that the 'Infernal Machine has devised a surface attack,' and 'Breaching the 6th level is the only way to reset the machine and stop this new terror.' If searching, characters will find a secret room that looks to have once held some kind of staff (or standard), but is now empty. The displaced Mithel Standard of the Company of Chaos is currently located south of the Wayfarer Temple along the banks of the river and is helping to keep a small pocket, containing refugees, free of corruption.

Adventure Synopsis

Again, the overlying story arc of the campaign is to clear Mithelvarn's Dungeon, but ROS3 also adds another threat, that of the Violet Corruption. Players in this scenario will be forced to deal with the events of a terrible outbreak in Daern Kelton while also pursuing their quest to clear the third level of the dungeon.

Play has the possibility to mix above ground 'zombie' combat with underground politics and strife between the Infernal Machine and its own creations. The players will have to walk a very thin line, using whatever diplomacy they have, to make a run through the dungeon in hopes of finding a cure for the sickness that now threatens the entire Daern Lands.

The Infernal Machine

As stated many times, the Infernal Machine believes it is now under assault from above. It has contrived to send a curse out into the world that will ensure the area above it is no longer threatened by forces beyond its control, i.e., meddling humans and humanoids.

It is currently overtaxed by bleeding out its magic to accomplish this and several free-thinking NPC creations inside the dungeon are now seeking to 'help' the dungeon by freeing it from its own creation, the spreading violet fungus.

Gex the kobold sorcerer, Nargroth the minotaur, and the Sly Six are all currently allied in an attempt to rid the dungeon of the outbreak, but to do so they know they will need help. From experience, they have come to expect regeneration on their home level of the dungeon following their deaths. But, having gone against their creator, they believe (rightly so as the Sly Six are now the Sly Four) that the Infernal Machine will no longer regenerate them. Thus, any death now means they may never wake again, but they are willing to do whatever it takes to secure their home from the fungus.

To this end, they have decided to make an attempt at contact with their arch rivals, the Ivory Scimitar. This attempt will first occur when some members of this alliance (totally up to the DM) come to the aid of the party during deadly combat in a room. Once complete, they will parley at a later time, giving vague clues as to their motivation, and will be key components to the final clearing of this particular level of the dungeon.

Level 3 also has its own new NPC regenerative monsters, the Aspis Twins, who wander the halls of the level looking for trouble. They, however, aren't yet part of the Gex-Nargroth-Sly Six alliance, so the players are likely to be attacked by them at least once. If, however, any of the other NPCs are present (again, this is up to the DM), a dialogue can be struck and these two might also become allies.

2 Aspis Warriors [Drones]: [AC 2, HD 6, HP 30, #Att 2, Dam 1-6+2 each, wields 2 short swords and 2 shields]

2 Aspis Warriors: [AC 18, HD 8+16, HP 40, #Att 4, Dam 6 (1d8+2), Multiattack (4 sword attacks total, two from each sword arm)]

New Monster: JAI-RUK

Lawful Neutral

Armor Class: 2

HD: 3

Hit Points: 22

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-4+2

or by weapon type

Special Attacks: Slow

Special Defenses:

Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M



Elemental Hardening: All jai-ruks can manifest the power of their earth affinity by hardening their skin. This ability manifests as a -1 to AC per Hit Dice of the jai-ruk with a maximum of -10. Elemental Hardening can be employed a number of times per day equal to ½ the jai-ruk's Hit Dice and last the same number of rounds.

Slow: By using the power of the earth, a jai-ruk can effectively slow (as per magic-user spell) all targets in a 30' area once per day.

Jai-Ruk: [AC 18, Speed 30 ft, HD 6+12, HP 36, #Attack: 1, Hit +6, Damage 7 (1d6+4) or by weapon typically 9 (1d8+4), Elemental Hardening, Slow]

It is told by the sages of the Nameless Realms that when the God of Night, Arcxas, corrupted the delvers with promises of earth magic, some of the race resisted the call. Although still bent toward darkness, those who turned their backs were freed from outright corruption by the gods of good, and these became a separate race entirely.

Thus, the jai-ruks, or 'high orcs', were born. Today, they mingle with all the races of the world, although the seat of their power lies in the hard and frozen kingdoms of the South known as both the Broken and the Wounded Land. Here, from their great dark city of Irontooth, they hold great sway and have subjugated many of their lesser cousins, the delvers, to serve as second class citizens in their empire. Outside their homelands, however, they have adapted well to life among humanity, and are the civilization's definition of brutes with their tan-skinned, dark hair, and more muscular and square-jawed features.

They also have slightly enlarged lower canine teeth that might just peek out of their lips on occasion. Otherwise they can be perceived as close to humans in appearance. Jai-ruks are large, sometimes standing as tall as seven feet, and broad at the shoulder. They are heavily muscled, but not so much to distort their body shape, as their true strength comes from their association with the earth. Their skin tends toward grey hues, and their hair is usually dark (although some have been known to have coppery hair), and their eyes are deep brown and flecked with gold or silver.

Having the ability to work with the earth magic, much like the delvers but not as great as the kin, this race is the definition of tough and strong. They have the ability to slow enemies by bending their earth power, and can also harden their own skin to lower their armor class. Some stories of greater jai-ruks indicate that they can channel earth into the blows of their weapons, making hammers and maces even more deadly in their hands, although this is unconfirmed.

Player's Introduction

The events of ROS3 revolve as much around what is happening above ground as below, but nonetheless the onus of the adventure is the continuing quest to clear Mithelvarn's Dungeon. This time around, however, the Infernal Machine is in full overdrive trying to fight the internal threat (Mithel companies) and the external threat (Daern Kelton & Roslof Keep).

This adventure, although set for player levels 5-7, is intentionally going to be daunting and deadly beyond that level of experience. I've purposefully designed it that way because, by this point in the campaign, players are probably getting tired of opening every room in the dungeon and might need some added fun to keep their interest. To accomplish this, I've included two key plot points that should have been developed along the way through ROS1 and ROS2. First, the relationship of the Ivory Scimitar with House Aldenmier should have grown to a hearty trust, and by this point Lord Tyrand Aldenmier has revived in such a sense that he could join the party as an NPC guide if needed. As former commander of the Ivory Scimitar, he descended to the 5th level of the dungeon, and he may now travel freely to the lower levels and the company with him. Rooms can be bypassed as needed, although if level hopping is allowed, the DM will need ROS4 through ROS5. Also, never forget Lord Aldenmier's ghostly wife Astrid, who I also suggest being an available participatory character or NPC for the Ivory Scimitar. Her ethereal form could be a key to defeating the final boss. Statistics for Lord Aldenmier are up to the DM as company structure and power will be highly varied by this time in unique campaigns.

The second, and most likely scenario, is that the Company of the Ivory Scimitar will be assisted in clearing the 3rd level of the dungeon by NPC enemies they've grown to both despise and respect along the way. This is the most fun for everyone involved, and I promise it will completely change the complexion of the campaign when it occurs.

Currently the Infernal Machine is distracted on two fronts, and its named NPC generation has gone offline, resulting in the powerful named NPCs acting on their own accord. Each sees the Violet Corruption as a threat to the dungeon and will therefore work toward seeing it destroyed. They will come to the party's aid at places of the DM's choice, first only in corrupted rooms, but later, the Sly Six, Nargroth the minotaur, and Gex the kobold sorcerer should be used when attempting the final floor boss (the death knight), because their participation, even to the point of self-sacrifice to save the characters, will allow for the completion of level 3. As the DM, your job is to create an opportunity for the players to forge an alliance with the named NPCs to enable them to defeat overpowered encounters.

Also, there are many incredible monsters on this level of the dungeon, and although I've given statistics for them all, I would strongly suggest that as a DM you invest time to study them more in depth (especially in the 5th Edition Monster Manual TM) as many subtle abilities can add flavor to combat and create more memorable gaming experiences. Plus, HD type for monsters varies more in 5th Edition.

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

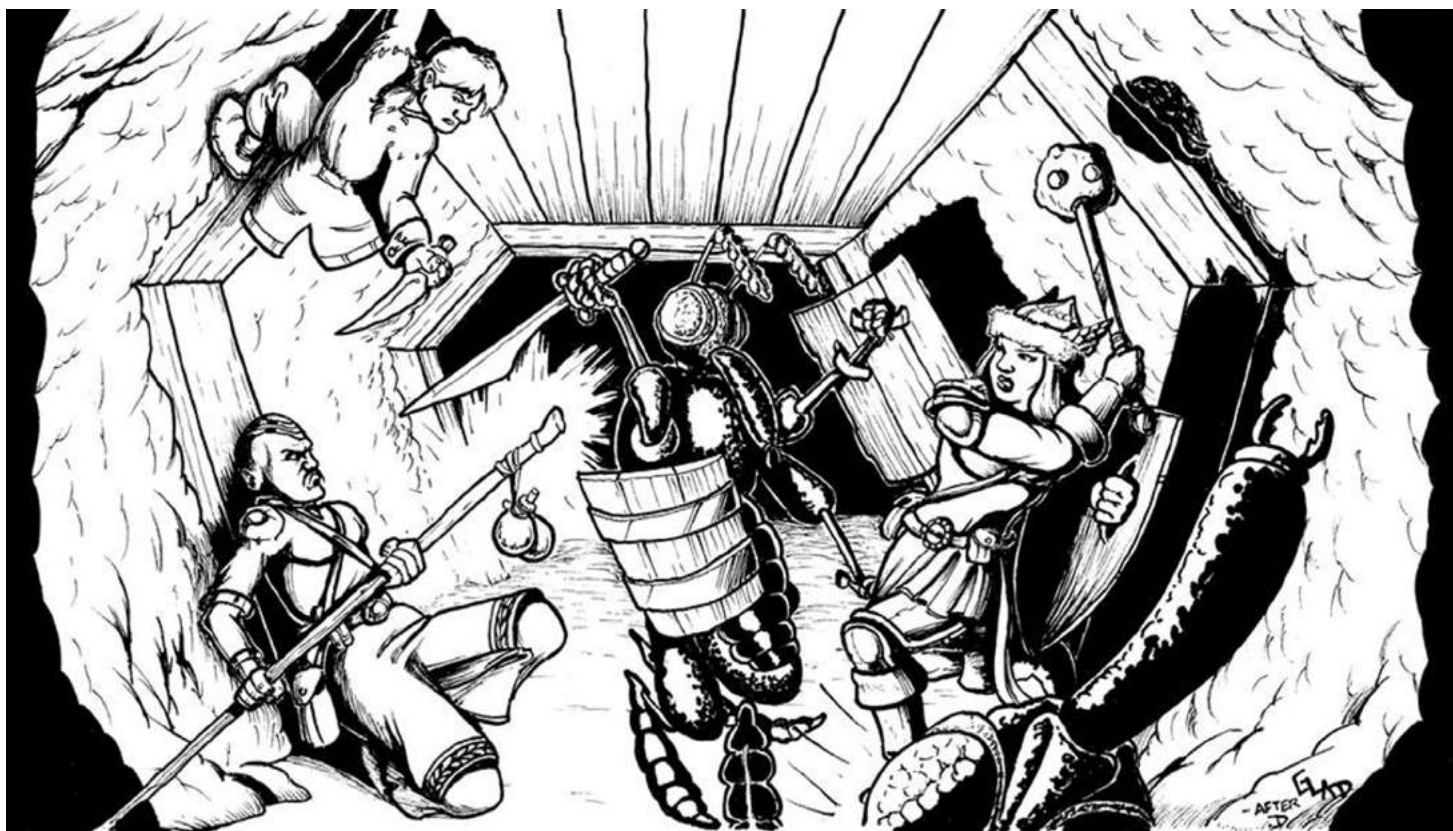
Room 1

Within this large square chamber, three sconces provide an eerie illumination to paintings all over the walls; each painting is that of a crimson-scaled dragon. No other doors are evident in this chamber.

Camouflaging themselves against the paintings are three red-scaled lizard kings. They surprise on a 1-2, and will attack the party from three different directions, focusing on spell casters if possible.

3 Lizard Kings [AC 3, HD 8, HP 40, #Att 1, Dam 5-20. They use two-handed tridents and can skewer a target if they roll 5 more than needed to hit. This attack does double the normal damage with a minimum result of 15 points.]





TREASURE

Unlocked coffer with 240 GP, +1 Dagger, and a silk Rope of Climbing

3 Lizard Kings [AC 15, HD 12+24, HP 78, #Att 2, +5 Bite/+5 Claw or +5 Trident, Dam Bite 6 (1d6+3), Claw 5 (1d4+3), Trident 7 (1d8+3), Skewer (extra 10 (3d6) damage on any trident hit once per round)]

Room 2

This chamber contains the vestiges of the violet creep. Small fungi outbreaks cling to the walls and floor. Two ogres, each with heavy signs of corruption, stand among the mycotic spread. One other exit can be found amid the fungi in this room.

The ogres have already been driven mad by the Corruption and will attack the party with their fists, providing two deadly attacks each round.

2 Corrupted Ogres [AC 6, HD 6+1, HP 35, #Att 2, Dam 1-10, Can spread spores & have hardened skin lowering their armor class]

TREASURE

47 GP between the two of them

2 Corrupted Ogres [AC 13, HD 7+21, HP 59, #Att 2, +6 Fist, Dam 12 (2d8+4)]

Room 3

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. Upon entry, this large chamber is a veritable fungal grove. A second exit is barely visible through the large caps and teeming stems.

This is a full violet fungal chamber and therefore must be cleared with fire.

8 Violet Fungi [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE

None

8 Violet Fungi [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 4

Light shifts oddly when you enter this room due to the standard stone ceiling having been replaced with a patchwork of heavy timbers at the seven-foot mark.

Creeping around inside the timbers is a collection of crawling claws, insidious human appendages that will drop onto the party and attempt to strangle or claw any living victim. They can be destroyed by Turning as if zombies.

10 Crawling Claws [AC 4, HD 1, HP 6, #Att 1, Dam 1-6. If a claw successfully hits a target at 3 more than was required, they are considered to have the victim's throat and will begin strangling for an additional 1-8 points per round thereafter.]

TREASURE

A bag hidden in the rafters contains 100 PP and a blue diamond worth 1,000 GP

10 Crawling Claws [AC 12, HD *, HP 2, #Att 1, +3 Claw, Dam 3 (1d4+1)]

Room 5

Standing within this relatively empty stone chamber is a single large humanoid creature with two bickering heads. It holds a spiked club in each hand, and a large chest sits at its feet.

The creature is an ettin and will attack on site.

1 Ettin [AC 3, HD 10, HP 65, #Att 2, Dam 2-16/3-18, surprised only on a 1]

TREASURE

None

1 Ettin [AC 12, HD 10+30, HP 85, #Att 2, +7 Battleaxe/+7 Morningstar, Dam Battleaxe 14 (2d8+5), Morningstar 14 (2d8+5)]



Room 6

This large chamber resembles an underground temple or crypt to the fallen Nuban gods. Four large pillars and intricate carvings on the walls decorate the chamber. The center of the room is dominated by a large jackal-headed statue made of polished obsidian.

Although this chamber seems important, it is not and doesn't technically need to be cleared. Instead, it is a safe zone from the Corruption, and it is possible to encounter either Gex the kobold sorcerer or Nargroth the minotaur lurking here. Instead of attacking the party on site, however, they will beat a quick retreat, eventually running into the naga chamber in room 17 if pursued. If not, they will not be seen again until room 17.

TREASURE
None

Room 7

The thick smell of rot pervades this chamber as you open the door. Inside, a massive pile of refuse stands over five feet high at its center, and is decorated with broken weapons, scraps of armor and cloth, as well as bones.

This is a cleaning station of sorts, the Infernal Machine dumping bits and pieces of death here after use in other rooms. There are no monsters, however, just a large number of rats and insects lurking inside the mound. The DM should play up the stench and disgusting quality of the mound, and enterprising players will likely begin a search inside it. Searching requires 10 rounds which will uncover a small amount of disjointed treasure. However, each round a character searches the refuse, they must make a successful saving throw versus poison or begin retching for 1d4 rounds [**DC 12 Constitution saving throw or retch for 1d4 rounds**]. Once ANY bit of treasure is recovered, the room is considered 'clear' in the eyes of the Infernal Machine.

TREASURE

27 GP, 14 CP, 1 small emerald worth 50 GP

Room 8

Inside this dark chamber, huge sheets of webbing keep prying eyes from seeing into its depths.

Here, the party will have its first encounter with the black fey who, for all intents and purposes, are dark elves. Since Mithelvarn, the dungeon's designer, was a black fey, these encounters will become more prevalent as the party moves deeper. For now, they can simply get their first taste of a black fey raiding party; they lurk within the webbing and surprise the party on a 1-2.

6 Black Fey Males [AC 4, HD 6, HP 25, #Att 1 or 2, Dam 1 + (Poison) or 1-8x2. Black fey fight with twin elven rapiers that are considered to either both hit or both miss, thus the x2 damage. They also use a burning poison on their darts which they keep in a sheaf slung across their chests. Each dart does a single point of damage, but a missed saving throw versus poison causes an additional 1-10 points of damage.]

TREASURE

2 Chainmail Shirts +2, Elven Rapier +2 (1d8/1d6)

6 Black Fey Males [AC 18, HD 11+22, HP 71, #Att 2, +7 Rapier or +7 Dart, Dam Rapier 7 (1d6+4), Dart 2 + Poison, Poison is DC 13 Constitution save or take 10 (3d6) damage each round until the save is made.]

Room 9

This chamber is dominated by a large summoning pentagram on the floor. Two light-blue scaled kobolds stand atop the magical symbol, neither with a visible weapon.

These are mono-filament kobolds, special creatures designed in Mithelvarn's lab to be an utter foil to any and all adventurers. Although seemingly unarmed, they actually have a long 8-foot

barb of micro-filament invisible to the naked eye. It is so small it can pass between molecules, thus making them unstable. Each strike from a barb is considered as a +3 Sword of Sharpness!

2 Mono-Filament Kobolds [AC 3, HD 6, HP 25, #Att 1, Dam None. On a successful hit, the mono-filament will destroy a piece of armor, and if a natural 16 or better is rolled, consult the Sword of Sharpness table in the DMG.]

TREASURE
None

2 Mono-Filament Kobolds [AC 3, HD 2+10, HP 18, #Att 2, +5 Mono-Filament Whip, Dam Whip 2 (1d4) + Special*. On a roll of Natural 18-19 the whip does an extra 14 points of damage, and on a Natural 20 it lops off a limb (1 Head, 2-3 Arm, 4-5 Leg, 6 Chest).]

Room 10

This is little more than a closet in which a propped door allows for back and forth entry from the room beyond.

Here, the black Fey group utilized the space for sleeping and to hold a small collection of poisonous worms and meager treasure. The worms can be harvested by a ranger or assassin of 6th level or higher and will provide 24 full applications of poison for darts.

TREASURE
2 weeks dry rations, Pearl of Power, 120 GP

Room 11

The smell of the sea blows out this doorway as you open it. The sandstone interior is smooth and nondescript. At the center of the chamber stands a giant with a single eye, a huge spear in one of his great hands.

This is a greater cyclops, and he will throw his spear at any spell caster in the party first before wading into the front line fighters to attack with his fists.

1 Cyclops [greater] [AC 2, HD 13, HP 70, #Att 1 or 2, Dam Spear 4-40 or Fists 6-36]

TREASURE
**Greek-inspired Helm of Protection +2,
Bronze Shield +1**

1 Cyclops [AC 14, HD 12+60, HP 138, #Att 2, +9 Spear, Dam Spear 19 (3d8 + 6)]

Stairs Down

A familiar blue glow protects a flight of downward spiraling stairs just beyond the door.

Room 12

More Violet Corruption has spread throughout this chamber. A troop of fungal-bloated, four-armed gorillians rises from a particularly large patch upon your entry. The area around them is covered in fungus, but still holds some characteristics of a surface jungle.

The corrupted gorillians will attack on site, their minds fully consumed by the fungus.

3 Corrupted Gorillians [AC 5, HD 5, HP 30, #AT 5, Dam 1d8/1d6/1d6/1d6/1d6, Size L. If 2 or more fist

attacks hit, the creature can rend the target for another 1d8 damage per round.]

TREASURE
None

3 Corrupted Gorillians [AC 15, HD 6+12, HP 48, #AT 5, Hit +6, Dam Fists 7 (1d6+4), Bite 8 (1d8+4), Multiattack (4 fists and 1 Bite), Rending (if 2 or more fists his the target takes an additional 10 (1d12+4) damage)]

Room 13

Mist fills this large chamber, and a scent of damp rot drifts out toward the party as the door is opened.

Inside the mist, a pair of intellect devourers lurk among rolled piles of sea-grass. They will not make their presence known, but will attack as they are able.

2 Intellect Devourers [AC 4, HD 6+6, HP 30, #Att 4, Dam 1-4 x4 (claws), Immune to most attacks, with +3 weapons doing 1 point per hit, and Lightning Bolt spells doing 1 point per die. They are affected by death spells.]

TREASURE
Large ruby worth 1,500 GP

2 Intellect Devourers [AC 12, HD 6+6, HP 21, #Att 2, +4 Claw, Devour Intellect, Dam Claw 7 (2d4 + 2), Devour Intellect (DC 12 Intelligence saving throw or take 11 (2d10) damage from psychic energy)]

Room 14

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. Upon entry, this large chamber is a veritable fungal grove covering some unseen heat source. Buzzing around the fungus are dozens of small red insects, each with a slightly glowing abdomen. No exits are visible.

This is a full violet fungal chamber, and therefore must be cleared with fire, although once clear, a small thermal vent can be found in the southwest corner of the room.

6 Violet Fungi [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE
None

6 Violet Fungi [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 15

The moment the door is opened, a keening howl washes over the party setting their bones trembling within their flesh.

This room is home to a small pack of barghast whelps. Once they have howled, they will rush the party attempting to escape the room so they can wander the dungeon hunting weakened prey (including the party if they fail to stop them).

6 Barghasts [AC 2, HD 6+6, HP 35 each, #Att 2, Dam 2-8, +1 or better weapon to hit]

TREASURE
None

6 Barghasts [AC 18, HD 8+10, HP 43, #Att 2, Bite +6, Claw +6, Dam Bite 6 (1d8+2), Claw 6 (1d8+2)]

Room 16

A sweet smoke permeates this dim chamber. A scaly-skinned humanoid 'man' rises to face you, his smile bringing gooseflesh to all but the most seasoned campaigners. Smoke funnels swirl with his movement and dance around the collection of twisted creatures surrounding him.

Rasvax the cambion lords here over a gang of four dretch, waiting eagerly for prey to come to his dwelling to provide amusement.

1 Cambion [AC 2, HD 15, HP 90, #Att 2, Dam 1-6+11, Rasvax wields a +3 Short Sword, has 40% magic resistance, and requires a +1 or better weapon to hit]

4 Dretch Demons: [AC 2, HD 4, HP 18 each, #Att 3, Dam 1-4/1-4/2-5, 30% magic resistance]



TREASURE

+3 Short Sword, +2 Chain Shirt, 570 GP, Robe of Eyes, Wand of Lightning Bolts (73 Charges)

1 Cambion [AC 19, HD 11+33, HP 82, #Att 2, Sword +11, Dam 11 (1d8+8), Damage Resistance cold, fire, lighting, poison, bludgeoning, piercing, and slashing from non-magical weapons, Fiendish Charm*, Fire Ray*]

4 Dretch [AC 11, HD 4+4, HP 18, #Att 2, Bite +2, Claw +2, Dam Bite 3 (1d6), Claw 5 (2d4), Fetid Cloud 1/day (DC 11 Constitution save or be poisoned and cannot take an action or a bonus action in the same round, thus choosing one)]

Room 17

A fine mosaic slithers around the floor of this sandstone chamber. Pillars decorate the corners and the mosaic quickly reveals itself to be that of a dark-scaled serpent.

Coiled behind one of the pillars, a dark naga awaits the party. The beast has been 'super-charged' by the Corruption and investigation of the chamber will reveal violet fungus in its nest behind a pillar. Once the attack begins, the door opposite the party's point of entry will open and either Gex or Nargroth (or both) will enter and attempt to help the party defeat the threat. After the battle is complete, the former enemies will slink away without conversation, but the DM should allow the party an attempt to parley if they wish. Observation of the fight will indicate that the NPCs seemed intent on killing the naga and gestured to communicate that it was corrupted. The two NPCs are currently seeking to clear the dungeon of the Corruption, and later there will be another chance for greater conversation and even a momentary alliance.

1 Corrupted Dark Naga [AC 0, HD 16, HP 105, #Att 2 or 3, Dam 1-8 constrict/1-6 bite + (Poison)/1-8+4 tail + (Poison). The dark naga can constrict up to 4 targets at once. Poison from the bite or the tail stinger causes an additional 1-10 point of damage unless a saving throw is made.]

TREASURE

780 GP in the fungal nest

1 Corrupted Dark Naga [AC 20, HD 15+45, HP 137, #Att 2, Bite +10/Tail +10, Dam Bite 10 (1d8+6), Tail 6 (1d8+2) + Poison (target DC 14 Constitution or be poisoned for 1 hour and unable to take any action due to paralysis)]

Room 18

A gout of flame gusts near the door as it is opened, and heavy footfalls of a great beast make pebbles dance on the floor near the now ajar verge.

Inside this room, a chimera is ready to take on all comers as it has also been slightly corrupted by several small patches of Violet Corruption in the chamber. Unfortunately for the beast, it is far too confused by the Corruption to correctly use its breath weapon, although its strength has been greatly increased.

1 Corrupted Chimera [AC 0, HD 12, HP 85, #Att 6, Dam 1-3/1-3/1-4/1-4/2-8/3-12. ALL attacks are +4 to damage due to its increased corrupted strength.]

TREASURE

None

1 Corrupted Chimera [AC 16, HD 12+10, HP 118, #Att 3, Bite +7, Horn +7, Claw +7, Dam Bite 13 (2d6+6), Horn 12 (1d12+6), Claw 13 (2d6+6), Fire Breath 31 (7d8)]

Room 19

Swirling patterns of blue and white tiles decorate the walls of the large and empty chamber. The room is brightly lit by some unseen magic, and no exit is visible. Hundreds of gold and silver coins lie haphazardly strewn across the floor.

This is the home of a large air elemental. Once the party enters, it will begin a whirlwind that picks up and propels the coins, causing 1-4 points of damage per round to all party members in non-heavy armor (less than plate) as long as the elemental lives.

1 Air Elemental [AC 2, HD 16, HP 101, #Att 1, Dam 2-20, +2 or better weapon to hit]

TREASURE

340 GP, 1057 SP

1 Air Elemental [AC 15, HD 12+24, HP 90, #Att 2, Slam +8, Dam Slam 14 (2d8+5), Damage Resistance Lightning, Thunder, attacks by non-magic weapons, Whirlwind (DC 13 Strength saving throw, failure causes all targets to take 15 (3d8+2) bludgeoning damage)]

Room 20

A creamy brown sand twinkling with thousands of minute crystals covers the floor of this huge chamber. On the far side, between two crumbled pillars that might have once made an arch, an iron box rests upon a small altar.

This is the home of a bulette and once the party enters the sands, it will circle behind them and then begin its attack, always trying to keep them from the door. Halflings are devoured first, of course!

1 Bulette [AC -2, HD 9, HP 75, #Att 3, Dam 4-48/3-18/3-18, Can leap from the sand up to 8' and strike with all four feet for 18 points of damage]

TREASURE

The iron box is trapped with an Arrow Trap [3d6 damage] and contains a Manual of Quickness of Action, 7 Bolts +3. [Arrow Trap is DC 16.]

1 Bulette [AC 17, HD 9+45, HP 94, #Att 1, Bite +7, Dam Bite 30 (4d12+4), Deadly Leap (DC 16 Dexterity saving throw in 15' range or take 14 (3d6+4) bludgeoning + 14 (3d6+4) slashing. Saving throw for half damage)]

Room 21

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. Upon entry, this large chamber is a veritable fungal grove. Several piles of treasure lay undisturbed among the spores and outstretched stalks.

This is a full violet fungal chamber, and therefore must be cleared with fire.

8 Violet Fungi [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE

An old tattered and torn battle standard* is here, but the heraldry on it isn't recognizable because of fungal rot, +1 Scimitar, 430 GP, +1 brass knuckles [damage 1d4+1 with fist]

**In reality, it is the Mithel Standard of the Gilded Lancers. It is important to note what the characters do with this standard, and the DM should keep track of this for later in the series! The Gilded Lancers are all dead, replaced by doppelgangers of the Infernal Machine. If a character managed to somehow magically restore the standard, it will show the crossed lances, but confronting the Lancers will only cause them to say they carry a separate standard into the dungeon when they place the real one at the gate, thus 'always showing their colors'. This overall story arc will come into play in ROS6.*

8 Violet Fungi [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 22

The door to this chamber pops and buzzes when you open it, but inside only a half-shattered wall and small fungal growths on all the walls, floor, and ceiling greet you.

This is a broken room.

TREASURE None

Room 23

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. The fungal bloom here has spread rapidly and tendrils of it actually spread across the hall into the door directly opposed. On the southern wall, a heavily crusted and fungal covered door shows signs of being boarded up.

This is a full violet fungal chamber, and therefore must be cleared with fire.

8 Violet Fungi [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE None

8 Violet Fungi [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 24

This wide but shallow room with smooth stone walls contains only two large braziers of smoking coals and violet tendrils of corrupted growth. Between the braziers, a beast with a four-legged body below and a ferocious wild woman atop screams at your incursion and charges your front ranks.

This is a corrupted, insane lamia. Her tactical combat skills are so lacking that, even if the party is set for a charge, she will readily launch herself towards them in her bloodlust.

1 Corrupted Lamia [AC 3, HD 11, HP 75, #Att 4, Dam 1-4 +4, she attacks with front claws and her own clawed hands, her strength increased by the Corruption.]

TREASURE

Hidden in a pile of rags at the back of the chamber is a Cloak of Protection +2

1 Corrupted Lamia [AC 13, HD 13+26, HP 97, #Att 2, Claw +5, Dagger +5, Dam Claw 16 (2d10+5), Dagger 7 (1d4+5), Intoxicating Touch*]

Room 25

Black stone walls and guttering torches dominate the interior of this long chamber, the far end holding a massive fire breathing bull of some kind.

A gorgon dwells within this chamber and will bull-rush the party as they enter.

1 Gorgon [AC 2, HD 8, HP 49, #Att 1, Dam 2-12, Breath weapon of 60 feet can turn targets to stone unless a successful saving throw versus petrification is made.]

TREASURE

A chest can be found in the northwest corner of the room. It is locked [DC 12], but not trapped, and contains a suit of Splint Mail +3, sized for a dwarf

1 Gorgon [AC 19, HD 12+48, HP 114, #Att 1, Gore +8 or Hooves +8, Dam Gore 18 (2d12+5), Hooves 16 (2d10+5), Petrifying Breath (DC 13 Constitution in 30' range or turned to stone), Trampling Charge (DC 16 Strength or be knocked prone)]

Room 26

Tendrils of frost edge their way through the frame of this door, the handle frozen in place.

The party must make a successful Open Doors roll [Strength DC 18] to enter the chamber. Inside, a solitary dwarf works three large cold forges which use extreme cold for crafting. His skin is obsidian, blue, and hairless. A mask over his eyes wraps behind his bat-like ears.

He is of a race known as the kin, and they hold great sway over the elemental earth. He will use that connection against the party, attempting to root them in place.

1 Kin Sire [AC 4, HD 10, HP 60, #Att 2, Dam 1-8+4, He wields a blue-steel hammer +2, and can drop his AC to -2 once a day as well as negating the party's Dexterity bonus by having the ground grasp at their feet.]

TREASURE

Blue-Steel Hammer +2, Boots of Speed, Ring of Protection +1

1 Kin Sire [AC 18, HD 10+26, HP 80, #Att 2, Hammer +8, Dam Hammer 9 (1d8+5), Armor Increase (Can temporarily add armor by summon strength of earth AC 21), Ground Grab (can negate all enemy Dexterity bonus to AC in a 30' area)]

Room 27

The distinct scent and spore mist of the Violet Corruption hangs heavy as you open the door to this chamber. Inside, three huge corrupted scorpions crawl among the smaller bunches of fungi.

The scorpions have been fully corrupted by the fungus and will move in for attacks without hesitation.

3 Corrupted Giant Scorpions [AC 1, HD 7+7, HP 38, #Att 3, Dam 2-12/2-12/1-8 + Poison, the venom of the scorpion's sting will cause an additional 1-10 points of damage unless a successful saving throw versus poison is made.]

TREASURE

None



3 Corrupted Giant Scorpions [AC 13, HD 8+16, HP 43, #Att 3, Claw +5 each, Tail +5, Dam Claw 9 (1d8+5), Tail 7 (1d4+5) + Poison (DC 12 Constitution or take an additional 4 (1d8) per round until saving throw is made)]

Room 28

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. This chamber has been fully overrun with fungi making it extremely difficult to make your way through the growth.

This is a full violet fungal chamber, and therefore must be cleared with fire.

7 Violet Fungi [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE

None

7 Violet Fungi [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 29

This small 20'x20' square room is decorated with thousands of small sandstone tiles. Against the far wall from the entry, a polished brass plate sits upon a small pillar of intricately carved stone. One other exit is inside this room.

This is a large trap room. Behind each tile, a brass javelin is set and ready to fire once the plate is removed from the pillar. The trap release is very complex, and it is -10% to discover and -10% to disarm [DC 20 on both]. If the trap is sprung, all characters inside the room take 6d6 damage from the maelstrom of javelins.

TREASURE

The polished brass plate is actually a Mirror of Life Trapping.

Room 30

Upon entry into this chamber, a burst of light and a sense of distortion washes over the party followed by the loud roar of a crowd.

Unlike any other room in the dungeon, this one accepts only one player at a time and blocks all other entry with a blue field of force. The DM needs to randomly roll for what party member is transported beyond the force field into the large area. Once determined, read the following:

You stand inside a massive chamber with high walls and staggered bleachers filled with all manner of human and humanoid revelers. They cheer and drink as a large giant strides through a metal door on the far end of the stadium. Behind you, a voice offers greeting, and you note a plated priest and a soldier with a spear, standing near a large open well. Both stand ready to assist you against the foe now approaching.

The two 'helpers' are Garibald the Priest of Tefnut (Goddess of Water) and High Knuckle, spearman of White Teeth Bay. They can be used as the DM wishes, but typically will be of only comical help to a fighter, usually getting in his or her way, and Garibald's spells will malfunction because he believes 'his well has run dry'. If a rogue or wizard is chosen at random, the two will be of more help, and although still comical, they can take a few hits and even heal if necessary. All the while, the crowd will go crazy after each attack. If the player wins, the room is considered cleared and both NPCs and the crowd will disappear, but if the player loses, another player will be chosen at random to enter and attempt the combat all over again against an unwounded foe.

[Note: For 5th Edition, the DM might allow two or more party members to enter if you decide not to utilize the NPCs to a greater degree.]

If the characters are particularly crafty, they will note that at the bottom of the well, a subtle blue glow appears. This is an entrance to level 4 of the dungeon, although until the players have cleared this level, it is still blocked by a field of force.

1 Cloud Giant [AC 2, HD 12+7, HP 90, #Att 1, 6-36 from massive gladius]

TREASURE

1,000 GP will appear in the winner's luggage (bag, backpack, belt pouch, etc.) and will overflow if the container is too small.

1 Cloud Giant [AC 14, HD 16+96, HP 200, #Att 2, Morningstar +12, Dam Morningstar 21 (3d8+8)]



'Lillian Isabella takes on Haga the Cloud Giant for the Brothers of Earth'

Room 31

Two huge black braziers burn with deep blue flames to the north of this chamber, and a door decorated with a leering skull is located on the eastern wall. At the chamber's center, a huge humanoid shape comprised completely of bone stands at the ready.

This is the guard chamber of the bone golem, and its sole purpose is to ensure no character makes it to the skull door.

1 Bone Golem [AC 5, HD 60 hit points, #Att 3, Dam 2-20/2-20, the bone golem has three arms and will swing them wildly striking anything it can. It is immune to all spells except fire-based and can only be struck by +2 or better weapons. Edged weapons cause only ½ damage to the golem.]

TREASURE

None

1 Bone Golem [AC 14, HD 14+56, HP 133, #Att 3, Slam +8 (reach 5'), Dam Slam 16 (2d10+5) slashing, Damage Immunities (acid, poison, psychic; bludgeoning, piercing, and slashing from non-magic)]

Room 32

The smell of putrid flesh pervades this large square chamber. Standing before the door on the eastern wall, a two-headed giant with rotting flesh observes the party through milky eyes.

1 Undead Ettin [AC 3, HD 12, HP 100, #Att 2, Dam 2-16/3-18, standard undead immunities and can be Turned as a vampire]

TREASURE

None

1 Undead Ettin [AC 12, HD 13+30, HP 90, #Att 2, +7 Battleaxe, +7 Morningstar, Dam Battleaxe 14 (2d8+5), Morningstar 14 (2d8+5), Undead Immunities]

Room 33

This large chamber is dominated by a raised platform along the eastern wall. Rivers of deep amber and crimson liquid flow down the steps from the throne and the air is thick with the tang of copper. Atop the platform, surrounded by heavy black tapestries and deep shadows, an armored man sits upon a stone throne. He braces a cruel looking longsword in one hand as his eyes glow balefully from within his runed helm.

The armored man is actually a death knight, charged with the defense of this final hall. He will use his power word spell on his first action, then move against the line of fighters as his companion from room 34 slips behind the line to attack spell casters.

1 Death Knight [AC 0, HD 9, HP 80, #Att 1, Dam 1-8 + 10, Power Word: Kill once per day, cannot be Turned, 75% magic resistance (11% reflected on castor), Fear 5' radius]



TREASURE

Longsword made of black steel +4, Full Plate +2, Horn of Blasting

1 Death Knight [AC 20, HD 19+95, HP 180, #Att 3, Longsword +11, Dam Longsword 13 (1d8+9), Spells*, Hellfire Orb (magic ball is hurled and explodes in a 20' sphere for 35 (10d6) fire and 35 (10d6) necrotic damage), DC 18 Dexterity saving throw for half damage]

Room 34

In the upper vault, behind the throne of the fell knight, a small chamber sits in shadow. The smell of copper and rot is heavy, and the walls are moist with congealed blood.

Here resides a ghost, but it will likely have come to the assistance of the death knight in room 33.

1 Ghost [AC 0, HD 10, HP 47, #Att 1, Dam Age 10-40 years [1d4x10], Magic Jar*]

Within a secret vault in the floor **[DC 18 Perception]**, the party will find a large hole filled with five chests. Each chest is locked and trapped with a poison needle [save versus poison or die]. They are made of iron and bolted to the floor.

TREASURE

Chest #1 contains 760 CP; Chest #2 contains 349 GP, +2 Hand Axe; Chest #3 contains 400 GP, 3,000 GP ruby; Chest #4 contains a Battleaxe +3; Chest #5 contains 7 Potions of Extra-Healing [Potion of Greater Healing]

1 Ghost [AC 11, HD 10, HP 45, #Att 1, Touch +5, Dam Withering Touch 17 (4d6+3), Etherealness, Horrifying Visage*, Possession*, Damage Resistance (acid, fire, lightning, thunder; weapons of non-magic nature), Undead Immunities]

Trap A

Blade Trap—This long hall to a fake door is actually an elongated Blade Trap. Characters moving down the corridor to check the door are all subject to damage from two huge scythe-blades that come swinging down from the ceiling. Skilled thieves have a -10% chance to detect the trap **[DC 18 Perception]**, but can disable it at standard percentage if detected **[DC 15]**. The door at the end of the hall is false and leads only to a stone wall. Damage from the trap is 3d8 **[12 (3d8)]** to all characters in the hall.

Trap B

Vacuum Chamber Trap—Like all doors in the dungeon, this one opens inward, but unlike the others it opens into a decompressed vacuum. Imagine opening a space ship door to outer space and you get the idea. All characters outside the door must make a successful saving throw versus petrification or be sucked inside the small room. After the first round, the door will slam shut and all characters inside will find themselves in a room that is painted to resemble the night sky. There is, however, no oxygen in the room and characters will immediately begin taking 1d4 damage per round for the first two rounds and then 2d4 damage each round thereafter **[4 (2d4) first two rounds then 8 (2d8) each round thereafter]**. Any thief inside the chamber can attempt to discover the release that will open the door (now concealed by the night sky scene), but will need to make a Detect Traps at a -5% chance **[DC 16 Perception]**.

Trap C

Ceiling Drop Trap—Small bits of debris reside in this long thin chamber, and evidence of the earthquake will be evident. However, this is actually a collapsing Ceiling Trap that can be detected on a standard Detect Traps roll **[DC 14 Perception]**. If more than three members of a party enter the hall, it will collapse causing 3d6 damage **[12 (4d6)]** to everyone in the hall. The trap can be disarmed on a standard Disable Traps roll **[DC 16]**.

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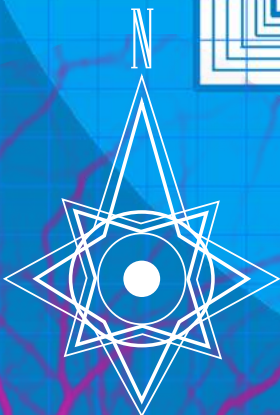
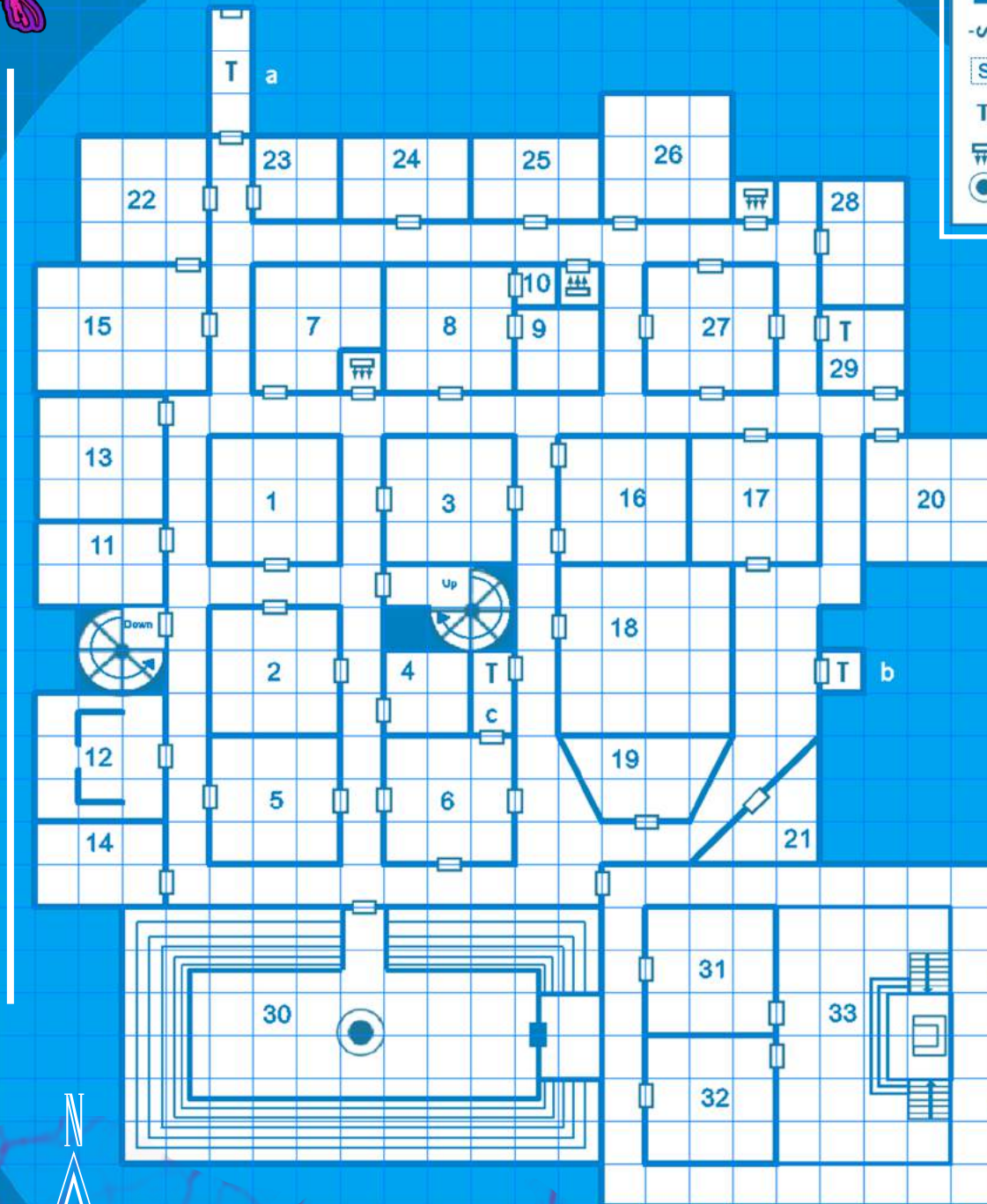
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THE FOLIO

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

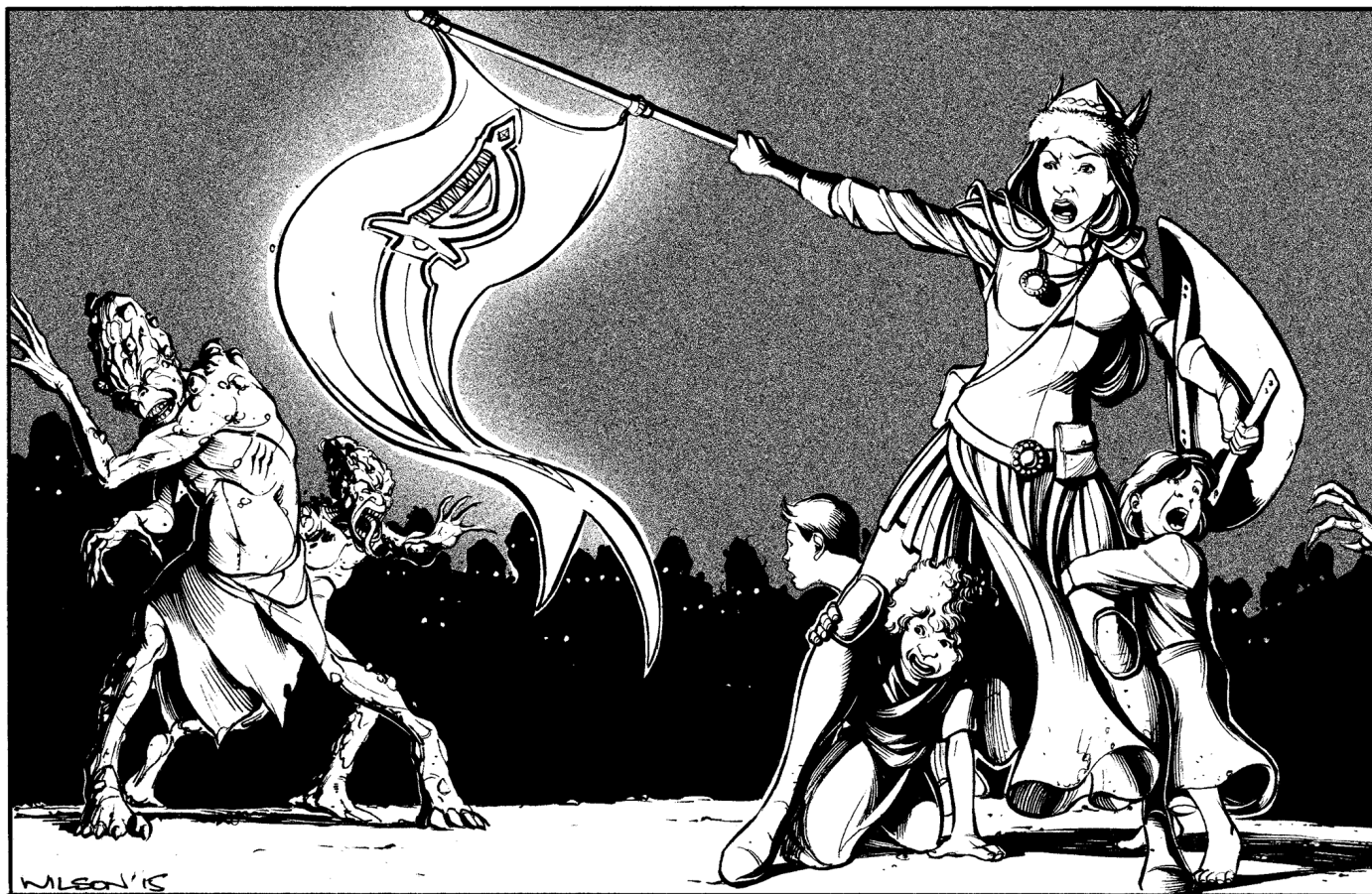


ROS3.5

Bonus Module

THE FOLIO

Mini-Module



ROSLOF KEEP CAMPAIGN

Dire Run to House Fleetwood!

Mini-Module ROS3.5

by Scott Taylor

This mini-adventure is meant for characters of the Ivory Scimitar who feel compelled to go into the now corrupted town of Daern Kelton in search of loved ones, friends, or information that might help stop the Violet Corruption that now consumes the townsfolk.

The Ivory Scimitar becomes convinced that some key to the Violet Corruption can be found in the old House Fleetwood within Daern Kelton. Braving the city, they journey to the house and discover several key pieces of information along the way that may help them stop the Corruption and defeat the dungeon once and for all.



Dungeon Master Notes & Suggestions

This is not meant to be an experience run or a treasure hunt, instead it should be considered a nice aside adventure that can be used as a fun diversion for the players. It should be part zombie movie and part mystery as the players must navigate the town and then acquire bits of information that will assist them in the later modules of the ROS series. The key points that should be covered in this mini-adventure as employed in your campaign are:

1. The acquisition of The Hill dungeon map that can be found in the study (room 8) of House Fleetwood.

2. The confirmation that another Mithel Standard exists and is currently somewhere in Daern Kelton.

3. Personal storylines for the characters who might be seeking friends or loved ones inside the fallen town.

Combat

This adventure is designed with the idea of swarm attacks from lesser foes. To accomplish this, I've incorporated 'swarm' rules from middle D&D (3.5 & Pathfinder) into 1E rules. Remember, 5E has its own rules on swarms and they act more like standard monsters. You may use these new 1E rules if you wish or instead create base ½ HD monsters and attack characters accordingly, although I feel this will slow the game down a great deal.

The following should be rules employed if using creatures designated as a swarm:

1. The swarm always hits, causing damage to every opponent in its area of effect. The only exception to this rule is if the swarm consists of something larger than insects and the target is covered in plate armor with helm. Then, they are considered immune to damage, although the DM may choose to limit the target's movement or even have a larger creature swarm begin pulling the armor off the target (ala a zombie attack), thus making them vulnerable.

2. Swarms do damage according to their current HP total as compared to their maximum HP. This is calculated by dividing the total HP by 4, then reducing the damage dice by ¼ each time the party does the number of damage indicated by the divisible 4. Example: A rat swarm has 40 total hit points. Thus, by dividing by 4, the swarm is considered to be reducing its damage dice by 1 each time the swarm loses 10 points of damage. The party's fighter hits the swarm for 12, thus, instead of doing 4d4 damage on its next attack, the swarm would do 3d4 damage to all opponents in its area of effect. If the swarm has less than 4 dice on damage, then take a die away at 50% hit points.

3. Swarm area of effect is also reduced by ¼ each time appropriate hit points are dealt to it.

4. If players want to defend someone (in this scenario let's say they are children) against a swarm attack, they can do so by doubling the damage they are taking each round. This is only possible, however, on swarms made up of larger animals, shielding from insects would not be possible.

Random Encounters & Entry into the Town

There are five primary 'random' encounters to be had while the party is passing through the town trying to get to House Fleetwood at the crossroads. These can be placed in the 'run anytime the DM wishes' category, but obviously the Black

Vanguard would need to occur even before the players leave the city, and remember, the characters will have to negotiate to get back in as well, especially if they have survivors with them. One thing to also remember, you will probably need to replay the scene described in the ROS3 Gazetteer concerning 'The Warrior of Chaos'. It reads as follows: At some point during their journey, they should take note of a mysterious warrior with a black shield bearing a red Symbol of Chaos. He appears uncorrupted, carries an infant, and avoids contact with the party. Unbeknown to the party, he is a member of the Fleetwood family who sits on the Imperial Throne of the Nameless Realms. Months ago, he fled his family's estates in the capital of Nextyria to take refuge in the old family house. There, he discovered the Mithel Standard of the old Company of Chaos. Prior to the outbreak, he had considered forming his own Mithel company and had thus drafted a writ. Since the Corruption, he has focused his efforts on helping the townsfolk as best he can from the shadows.

The characters should never really have an interaction with the Warrior of Chaos, so he might be a good person to show them right before they are engaged in a larger fight, thus they can't follow him.

1. The Black Vanguard:

Bane Stoutpick, the Co-Captain of the Black Vanguard, is all about doing his job. He will absolutely deny the players the right to leave the keep, however, if they have developed a good relationship with Co-Captain Brand Ironspark (in ROS2), he will sway his co-captain to allow the Ivory Scimitar to leave, but they will not be allowed to do so with their Mithel Standard which will be kept at House Aldenmier. If the party has not made friends with Brand Ironspark, then some delicate negotiations using Charisma stats [Bane's starting Reaction is 25, and can be modified up or down by 10 depending on the parties alliance with Brand] **[DC 15 Charisma +/- 2 for Brand]** should be employed to get the players out. The end result needed to get out of the keep without a fight is a 46 or better Reaction Total, however, no total will allow the party to leave with their Mithel Standard. Also, once the Ivory Scimitar comes back, they will require another round of negotiations to get back inside. These negotiations will be made more difficult by any survivors the Ivory Scimitar brings back with them [reaction modified by -3 per survivor with a total to get back in still being 46] **[DC +1 for each survivor]**.

2. The City Streets:

The streets of the Daern Kelton are a shambles as though looters or chaotic mobs have ransacked buildings and left refuse all over the streets. Overturned carts, shattered stalls, and broken storefronts and homes are evident wherever the party travels. Depending on where they choose to go (either House Fleetwood or another location depending on player's involvement in the city), they will have several opportunities to encounter a corrupted mob.

Corrupted Mob Swarm [AC 10, HD 10, HP 65, Area of Effect 20', D 4d4]

Corrupted Mob Swarm [AC 10, HD 13+26, HP 68, #AT 1, Hit: +10, Dam 13 (3d6 (Piercing)+4) Damage Resistance: Bludgeoning, piercing, slashing (1/2 damage)]



3. Children on the Run:

One possible encounter will be a small group of young children who have somehow avoided the corrupted mobs. This is a 'they mostly come out at night... mostly' type of scenario. The children do know some of the secret thoroughways of the Daern Kelton and can be of great help to the party when avoiding the corrupted mobs. However, at least one encounter with the children in jeopardy should take place, typically on the first meeting. The children are as follows: Darn (male age 12), Tara (female age 10), Jacob (male age 8), Nicca (female age 8), and Jenas (female age 6).

Corrupted Mob: *As Above

4. Corrupted Dog Pack:

Humans weren't the only denizens of Daern Kelton to be corrupted by the violet fungus. A wild pack of street dogs have succumbed to the curse and now roam the streets looking for victims, but instead of corrupting targets, they will eat them. Putting down this pack will be a priority as they will aggressively kill anything they can, and remember, cursed humans can be saved.

Corrupted Pack Swarm [AC 10, HD 6, HP 35, Area of Effect 20', D 2d6]

Corrupted Pack Swarm [AC 10, HD 8+16, HP 27, #AT 1, Hit: +8, Dam 8 (2d6 (Piercing)+2), Damage Resistance: Bludgeoning, piercing, slashing (1/2 damage)]

5. Mycanoid Attack:

Rising from the fungal bloom of the clock tower, a gang, or flush if you enjoy collective nouns, of dangerous mycanoids has begun trying to cultivate the fungus and spread it further around the town. They are not interested in talking and will do whatever it takes to continue to spread the curse.

6 Mycanoid Farmers [AC 10, HD 6, HP 35, #AT 1, D 6-24 (Fist), Animate Dead Spores]

6 Mycanoid Farmers [AC 12, HD 4+4, HP 22, #AT 1, Hit: +2 (Fist), Dam 5 (2d4), Pacifying Spores (3/day) (DC 11 Constitution saving throw or be stunned for 1 minute)]

Fleetwood House

1. Foyer

The door is slightly ajar and opens into a homey entry decorated with a large carpet and two fine wooden chairs along the west wall.

The room is empty otherwise, although a pair of riding boots has been cast beside one of the wooden chairs.

2. Common Lounge:

A bay window dominates the eastern wall of this room with a divan placed inside the alcove of the windows. A rocking chair sits next to a large fireplace and two other wooden chairs with cushioned seats are nearby.

Evidence of a recently lit fire still resides in the hearth and a single goblet (15 GP) rests on the mantle above the fireplace.

3. Kitchen

This room is dominated by a large butcher's block table, an open fireplace with a swing bag for a cast iron pot, larder, and cupboard.

The larder has been recently stocked with a modest amount of food, and several used plates have been stacked in a bucket by a door in the south wall. The door leads to the back of the house, a small footpath twining around the edge of the house toward the northeast.

4. Water Closet

A small water closet is within this door.

The refuse bin in the toilet actually goes into the town sewer, and a bit of violet fungus now creeps over the seat. Any close inspection will bring a small swarm of corrupted rats pouring out of the opening.

Corrupted Rat Swarm [AC 10, HD 4, HP 20, Area of Effect 15', D 2d4]

Corrupted Rat Swarm [AC 10, HD 7 - 7, HP 24, #AT one creature in the swarm's space, Hit: +2, Dam 7 (2d6) piercing, or 4 (1d6) if HPs are reduced by half, Damage Resistances: Bludgeoning, piercing, slashing (1/2 damage)]

5. Secret Room

The door to this chamber has been earnestly concealed [DC 20 Perception], and if discovered is still cleverly locked and requires a successful open locks at -15% to open [DC 20].

The door opens into a large room decorated with a shelf on the west wall, a weapons rack along the east, and a large hand-carved wooden block with a hole in the middle along the south wall.

Investigating the rack reveals three fine longswords, a spear, and a short composite bow still rest in the weapons rack. The shelving holds a dozen scrolls dedicated to the first three levels of Mithelvarn's Dungeon, an out of date map of Daern Kelton, a map of the old sewer system beneath the city, and a map of Oakfield Province (provided in the ROS3). Investigation using Find/Remove Traps [DC 15 Perception] reveals dust has been disturbed around the wooden block and on the shelves with some scrolls probably missing from the collection. The size of the hole in the wooden block is identical to those found at the entry to Mithelvarn's Dungeon that the Mithel Standards are placed in.

TREASURE

If the party is determined to steal the weapons, each is to be considered +2, while the short composite bow is also enchanted as though it were Bracers of Archery [Bracers of Archery] atop its standard +2 bonus [giving the bow a total +4 to hit & +3 to damage] [thus making it +4 attack & damage but not +4 overall magical enchantment].

6. Private Dining Room

A large round table that could seat eight comfortably rests in the center of this room and a thin serving table rests along the eastern wall.

A fungal human from the town has slipped into this room earlier in the day and taken refuge beneath the table. If a party member looks beneath the table, the DM should utilize a 'jump scare' and have the citizen leap out and bite the target. If no one looks beneath the table, the corrupted human will slowly rise up behind a target giving the party a chance to spot it [1 in 6] [DC 15 Perception], before hissing in the target's ear and then attacking.

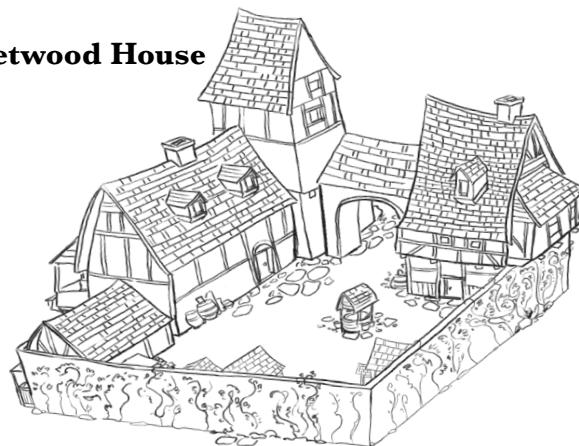
Corrupted Citizen [AC 8, HD 4, HP 20, #AT 3, D 1d6 (Bite)/1d4 x2 (Claws)]

Corrupted Citizen [AC 12, HD 4+4, HP 22, #AT 3, Hit: +3, Dam 5 (2d4) Bite, Claw 4 (1d4+2), Multiattack]

7. Library

This room houses a large collection of books along the eastern wall on a single bookshelf. Two stout and heavily padded chairs rest on a large rug, and side tables near each show signs of heavy use during their lives.

Fleetwood House



The books are of local history, poetry, finance, and nature. None are particularly valuable, but one does hold a chapter on the Mithel companies that details not only the known ones but also one owned by House Fleetwood called the Company of Chaos. This can be discovered by spending 1d4 hours scanning through the books.

8. Study

This room is dominated by a large desk and chair. A small bookcase with odd bits of collected 'treasure' sits behind the desk and atop it are several scrolls rolled out and held with polished stones.

The scrolls contain some pieces of the city sewer system that have been mapped in greater detail as well as a single map labelled 'The Hill Passage'. This map shows what appears to be a dungeon with a clear-cut path marked through it that leads to a rough-hewn passage near the back. That passage is marked, 'Blue Glow Exists here to Level 5'.

9. Servant Kitchen

A small kitchen houses old pots and cooking implements. It does not look to have been in use in many years.

10. Servant Eating Quarters

Two long tables with a dozen three-legged stools are in this room, and the tabletops show signs of food and drink staining, but have not been in use in years.

11. Smithy

A small smithy is housed within, although the implements here look to be dedicated to the mundane craft of horse shoeing and household item repair.

Any player investigating the room will disturb a corrupted raccoon that will leap at the target with another perfect 'jump scare' opportunity.

**Note: If the party has already rescued the children, Jenas the 6 year-old girl will leap to the defense of the raccoon screaming, 'That's Mr. Puffs! Don't hurt Mr. Puffs!' He was the girl's pet and saved her from a corrupted mob. The party will receive 1000 bonus experience if they subdue the raccoon. A cage for the animal can be found in the smithy (which was probably a large rat trap).*

Corrupted Raccoon [AC 8, HD 2, HP 8, #AT 3, D 1d4 (Bite)/1d3 x2 (Claws)]

Corrupted Raccoon [AC 12, HD 2, HP 8, #AT 1, Hit: +2, Dam 4 (2d4) Bite]

12. Servant Sleeping Quarters

Old bunks that show signs of rot comprise the bulk of the decoration in this building. Two small chests are here as well, but both are unlocked and empty.



13. Stables

Tack and bridles hang in this mostly open air building, each stall empty save for one that has reasonably fresh hay in it. No horses, however, are currently in residence.

14. Upper Story Foyer

This large room holds a number of doors, including two sets of doubles. Along the southern wall, a large tapestry depicting a king bestowing a necklace on a lady in court decorates the vast majority of the wall.

15. Master Sitting Room

Four chairs and a small round table decorate this room, and a large rug covers the floor.

16. Master Water Closet

Another water closet is in this room, but no sign of violet fungus can be found.

17. Master Bedroom

Another bay window sheds light into this large bedchamber. A divan rests beneath the window and a large four-post bed rests against the west wall across from the window. A large armoire stands half open in the room and the bed shows signs of occupancy as the covers are turned out and in disarray.

The armoire holds various clothes and a folded tabard with the same lion crest as seen in the picture on the tapestry.

18. Guest Room

A fine bed, night stand, and a single chair decorates this chamber.

19. Guest Room

The smell of fungus assaults your senses as you open the door to this room. Inside, the single window has been shattered and a corrupted lowl, his fungal growth pointed and dominated by patches of red and yellow, leaps to attack.

This corrupted lowl was the master of the trade caravan reported from the walls to have fallen to the corrupted citizens. He made it farther than most of his companions, but has succumbed to the corruption and will now utilize his battle prowess to try to destroy the party. However, if they manage to subdue him, he will award all members with a rare magic item (of DM's choice) once the curse is lifted.

Corrupted Lowl [AC 4, HD 4, HP 40, #AT 3, D 2d6 (Flaming Bite!)/1d8 x2 (Claws)]

Corrupted Lowl [AC 17, HD 7+21, HP 49, #AT 1, Hit: +8, Dam 17 (3d6+1d8 (Flame)+4), Flaming Bite]

20. Guest Common Room

A fireplace, rug, and several chairs provide a comfortable sitting and gathering area in this large chamber.

21. Guest Room

A bed, single chair, and small armoire are in this room. It doesn't look to have been disturbed in some time.

22. Water Closet

Another water closet, this one also free of fungus.

23. Balcony

The double doors open onto a large upper balcony. A wooden rail with stone supports runs the length of the front (northern) side of the building and overlooks the grounds all the way to the front gate.

24. The Old Well

A large well with a small amount of creeping violet fungus penetrates the earth here, a crank and bucket unused above.

Aftermath

The aftermath of this mini-adventure should answer a few questions for the players as well as creating a couple more. On the positive, they should have been given the chance to save friends and even family inside Daern Kelton. Second, they will probably have recovered the map to The Hill that will be required when reaching level 5 of the dungeon in ROS5. On the question side, they will have uncovered the fact that the Mithel Standard for the Company of Chaos does exist, although who exactly has it is still a mystery. Nonetheless, this aside should be both entertaining and fulfilling to help flesh out the events of the Roslof Keep Campaign.

Scott's Dedication

I'd like to dedicate this adventure to all the backers on Kickstarter that made it possible to produce. Well done, and have fun!

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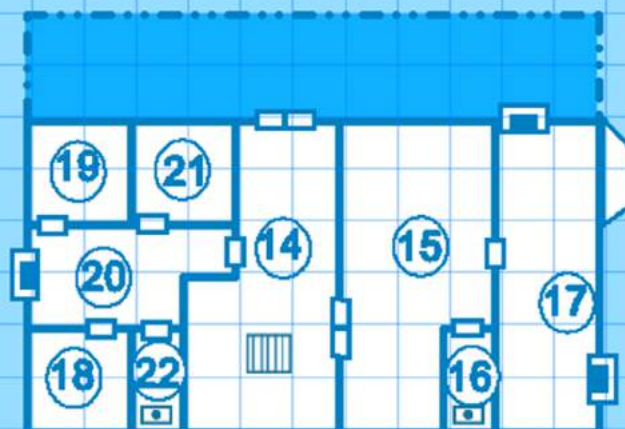
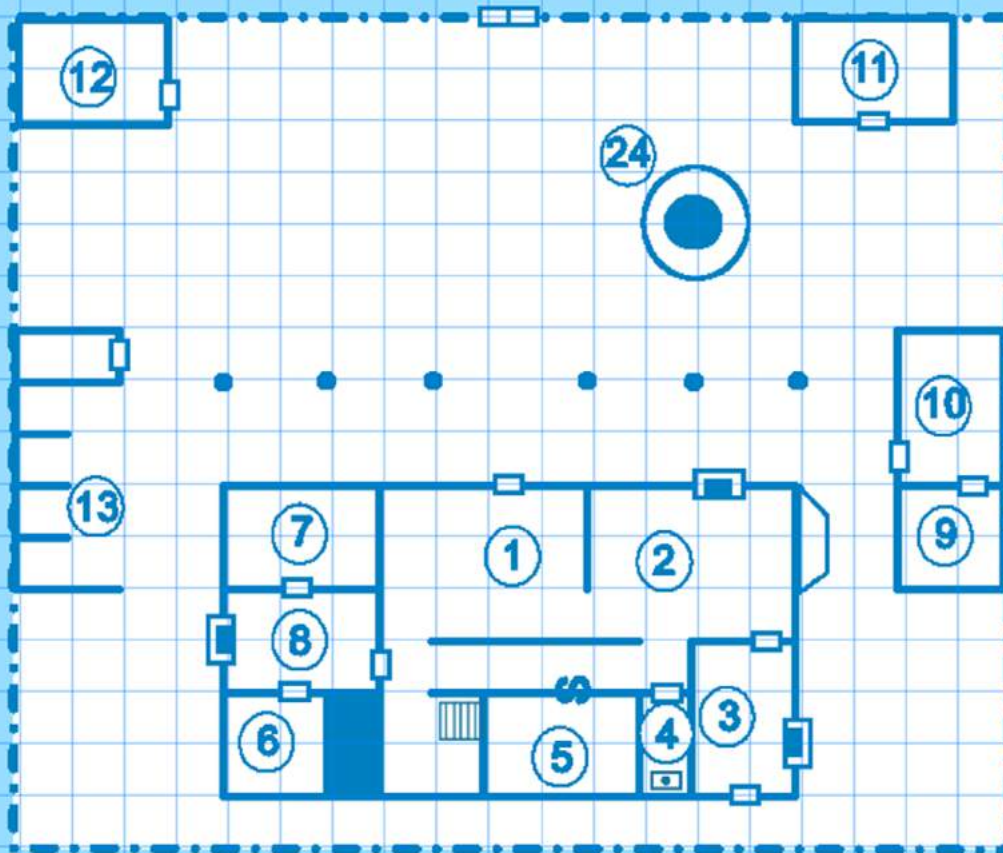
Cover Art: 'Save the Children' by Michael Wilson

B/W Interior Illustrations: Jim Holloway & Michael Wilson

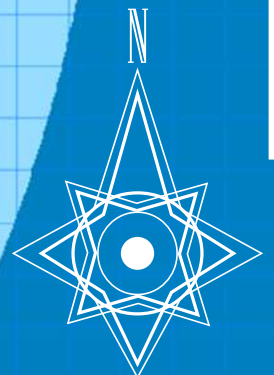
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THE FOLIO

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



Upper Level



THE FOLIO

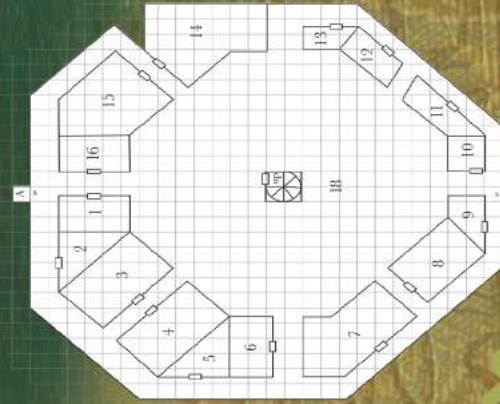
The Glade of the Burning Dead

An Adventure for Characters Levels 6-9



Folio Module ROS4 The Glade of the Burning Dead
by Scott Taylor and Mark Timm

Burn the Dead



Glade



Mithelkarn's Dungeon continues with Level Four, The Glade of the Burning Dead. Three levels have been cleared, but now the most dangerous yet lies before the Company of the Ivory Scimitar. The challenges here will put the characters to the ultimate test.

- S SECRET DOOR
- A ARROW TRAP
- △ FLAME TRAP

Halls of Mithelkarn

Entry from the Wildlands

Part Four of The Roslof Campaign Standard Dungeon Expansion Levels 6-9



Entry to
Mithelkarn's
Dungeon
Level 5

The Hill, home of one of a dozen mysterious dungeons located deep within the Kelmalin Wildlands. The Wildlands are populated by massive runestones and notorious monsters, only Roslof Keep holding the line against chaos and disaster.



Folio Module ROS4

Blade of the Burning Dead

An Adventure for Characters Levels 6-9

Campaign Background on

Kelmalin Wildlands

The Kelmalin is a large area of land that basically runs from the eastern side of Roslof Keep to the farmlands of Perlout of the Tall Ships on the eastern shores of the Free Coast. The keep, and those who defend it, are in a constant battle to maintain both the Trade Road and the Trade River, clearing each of ravaging brigands, but of late that seems near impossible.

These wildlands are home to all manner of strange and dangerous animals and humanoids, from mystical beasts to xenophobic elves. Travelers on the Trade Road and River often report strange sights and dangerous encounters, especially in the lands south of the Strangler's Deep, a dense and ancient forest known to harbor the greatest of druids, Belmarillion the Watcher.

Although runestones can be found throughout Oakfield, Kelmalin boasts the greatest concentration. Many folk whisper that these towering stone monoliths, etched with ancient writings, actually summon evil creatures into the land. Whatever the case, none doubt the danger the Kelmalin presents to the folk of Roslof Keep and beyond.

When travelling in the Kelmalin, the party can have as much 'difficulty' as the DM likes, but as this is the first time the party will have really stretched their legs outside the dungeon, it might be fun to extend things a bit. The region is temperate forest, but the time of year that the players move into the wilds is up to you (winter and heavy snow can always be fun). If playing 1E, I'd suggest breaking out your old Wilderness Survival Guide and having a bit of fun. Really, for me, there is nothing like blowing the dust off a rarely used book and seeing what secrets it holds!

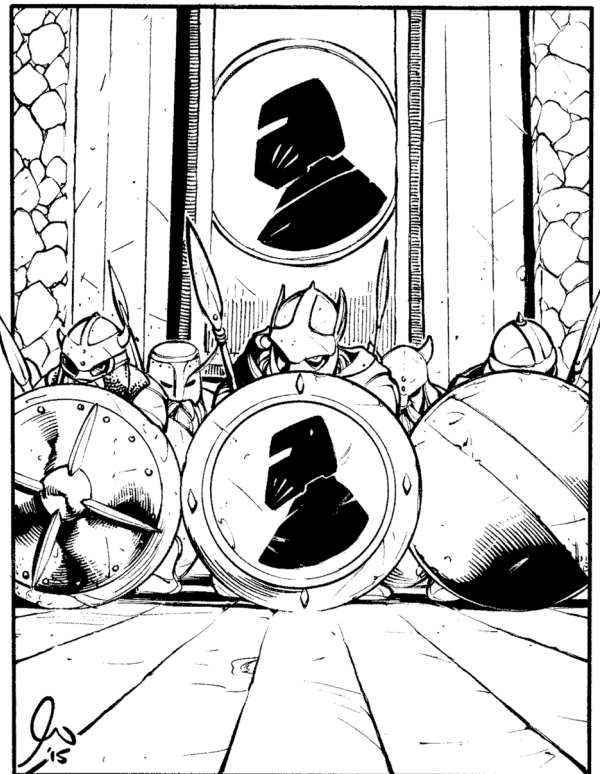
For purposes of the campaign, a journey to The Hill will take roughly two days of travel east through difficult terrain unless the party decides to take the Trade Road, which will cut a half-day off the travel time but also subject them to having to negotiate with the Laughing Beasts concerning why they are going into the

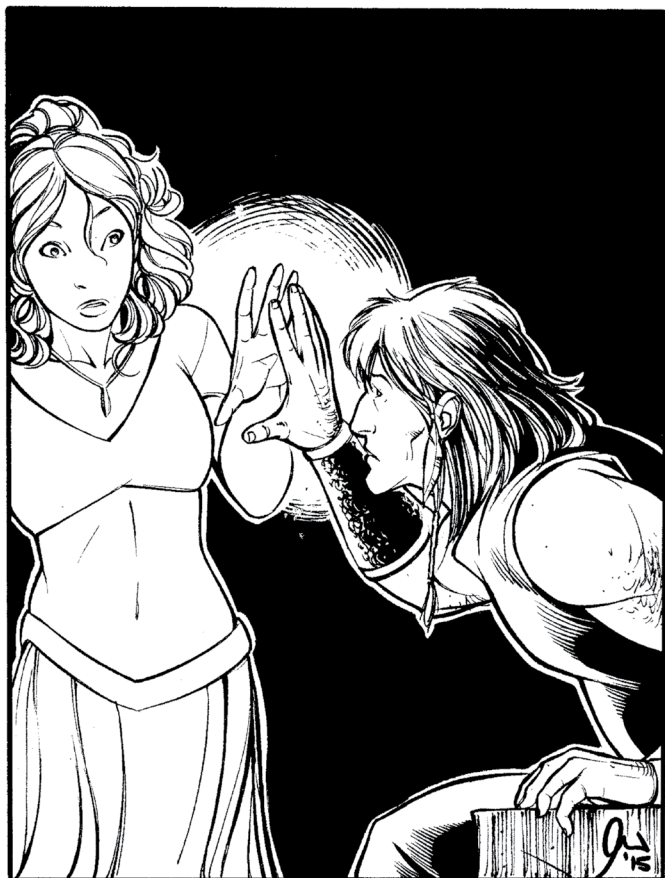
wilds in the first place. Such an interaction can be either good or bad, depending on the party's past dealings with them.

Dungeon Master Notes & Suggestions

1. Running the Kelmalin:

There are really two encounters that I'd encourage on your way to The Hill. The first of these will be paramount to the continuing development of the campaign and revolves around seeing an ogre magi near one of the massive runestones. The magi carries two struggling victims upon his back (DM's choice of race). As he heads west toward Roslof Keep, a nearby runestone begins to glow, its runes shimmering, and suddenly the magi disappears along with his cargo. This scene really needs to be recounted to the players during their journey as it will come back to roost, so to speak, in ROS5. The second encounter will take place just outside the perimeter of Roslof Keep. The party will run into a kenku guide named Sharpfeather. If solicited, he will guide the party through the Kelmalin to The Hill but will not enter. In this fashion, assuming the party doesn't have any skilled woodsman, the DM can help them along.





2. Dead Companies:

(see The Infernal Machine section).

3. House Aldenmier & the Dead:

With the dead having been brought back to combat the Mithel companies, an interesting wrinkle comes into play. This revolves around Lord Aldenmier's ghostly wife. If she has joined the Ivory Scimitar, she will have several advantages when dealing with the dead. The primary of these will be that the dead will not attack her unless she attacks them. She will also have the ability to strike ethereal enemies by shifting between planes. Lastly, she will have a 'sense' for the presence of other dead that will act as an early warning sign. This last ability basically manifests as never allowing the party to be surprised by the dead.

4. What Remains of the NPC Alliance:

If played correctly, the alliance between the Ivory Scimitar and the dungeon NPCs should still be intact, assuming any NPCs survived the final boss fight. Now comes an interesting series of questions for the DM. Do the NPCs continue to fight alongside the PCs? Probably, if treated fairly by the players, because the Violet Corruption still exists. Do the NPCs actually join the Ivory Scimitar? Probably not, unless a player character died along the way and a player would like to take over one of these unique NPCs, which could be fun. Do the NPCs follow the Ivory Scimitar into level 4 of the dungeon? Yes, if they are invited, but likely would stick on level 4 once it is seen as blocked and are likely not to go into the Kelmalin unless now being played by a player.

5. Interactions with the Other Companies:

These should be limited unless the Men of Iron are actively fighting with the Ivory Scimitar in your campaign. The Violet Corruption is still present and flourishing. Three companies are outside Roslof Keep already, and the others are secluded in their respective houses.

6. The Company of Chaos:

Depending on the Ivory Scimitar's experiences during the ROS3.5 mini-adventure, it is possible they could have encountered the rogue Fleetwood and gained knowledge of his Mithel Standard for the Company of Chaos. If this happens, it gives the players the unique opportunity to have two standards at once, although right now the Chaos standard is required to protect the remaining refugees for Daern Kelton south of town. Contact with Fleetwood, however, can lead to a proper alliance, and perhaps some members of the Ivory Scimitar will choose to join the Company of Chaos in an attempt to swell the ranks of 'good'. Why they would do this is up to you, but there are a dozen scenarios where players might be looking to branch out on their own at this point while still seeing the overall quest completed.

7. The Hammer Fall of Anarchy

[ROS4.5]:

Like ROS3, ROS4 has a side mini-adventure. This one is titled The Hammer Fall of Anarchy, in which ambitious players decide they want to investigate the unknown regions of The Hill dungeon provided in ROS4. Although not required, there can be good experience and treasure had in a side adventure, be it created by the DM, or in ROS4.5.

Overall Story Arcs & Threads

Adventure Seed:

The party must defeat level 4, The Company of the Dead. In this scenario, the Infernal Machine has actually been 'storing' the souls of the dead company members that have died while in the dungeon over the years. This will allow the DM to employ lost characters as enemies while the party is trying to break through to level 5.



JANET AULISIO 2015

Sample Raid Party

[8th level]

Fighter

AC 0 (plate & +2 shield), HP 72, Attk/Dam 3/2 +2 Longsword (1-8+3/1-12+3)

Magic User

AC 5 (+2 Ring of Prot. & Dex), HP 22, Attk/Dam 1/1 +3 Dagger (1-4+3/1-3+3)

Spells:

1st—Charm Person, Magic Missile (x2), Shield

2nd—Invisibility, Mirror Image, Web

3rd—Fireball, Hold Person, Lightning Bolt

4th—Fumble, Wizard Eye

Cleric

AC 1 (+2 chain & +1 shield), HP 52, Attk/Dam 1/1 +1 Footman's Mace (2-7+1/1-6+1)

Spells:

1st—Cure Light Wounds (x2), Curse, Detect Magic, Light

2nd—Find Traps, Hold Person (x2), Silence 15' Radius, Spiritual Hammer

3rd—Animate Dead, Continual Light, Cause Blindness

4th—Cure Serious Wounds, Neutralize Poison

Thief

AC 3 (+2 leather & Dex), HP 29, Attk/Dam Thrown Dagger (x8) (1-4/1-3)

or +1 Short sword (1-6/1-8), Backstab x3

Abilities:

PP 65%, OL 57%, F/RT 55%, MS 62%, HS 49%, HN 25%, CW 96%

Fighter [8th level]

5th Edition

Armor Class: 22 (Plate & Shield)

Hit Points: 76

Speed: 30ft

Passive Perception: 10

STR DEX CON INT WIS CHA

18(+4) 12(+1) 16(+3) 9(-1) 10(+0) 12(+1)

Special Abilities:

Second Wind (Use bonus action to regain 1d10+8 HP)

Extra Attack

Improved Critical (Critical Hit on 19 or 20)

Actions:

Longsword +2 (Slash Attack +9, Damage 1d8+6)

Wizard [8th level]

5th Edition

Armor Class: 15 (Ring Of Protection +2 & Dex)

Hit Points: 34

Speed: 30ft

Passive Perception: 13

STR DEX CON INT WIS CHA

10(+0) 16(+3) 10(+0) 18(+4) 10(+0) 14(+2)

Special Abilities:

Spellcasting

Spell Save DC 15

Spell Attack Modifier +7

Spell Slots—4 1st, 3 2nd, 3 3rd, 2 4th

Actions:

Dagger +2 (Slash Attack +6, Damage 1d4+5)

Spells:

Cantrip—Acid Splash, Fire Bolt, Mending, Ray of Frost

1st—Charm Person, Mage Armor, Magic Missile, Witch Bolt

2nd—Hold Person, Knock, Mirror Image

3rd—Dispel Magic, Fireball, Lightning Bolt

4th—Arcane Eye, Greater Invisibility

Cleric [8th level]

5th Edition

Armor Class: 17 (Scale Mail & +1 Shield)

Hit Points: 67

Speed: 30ft

Passive Perception: 17

STR DEX CON INT WIS CHA

14(+2) 10(+0) 16(+3) 10(+0) 18(+4) 12(+1)

Adventure Synopsis

The Ivory Scimitar will already be on a headlong course for clearing the dungeon by this point, but in ROS4 they will find themselves at a kind of dead end. After clearing level 4 of the dungeon, they will find the entrance to level 5 has been blocked by unpassable fungus. Relying on knowledge gained during the previous modules (and especially ROS3.5), the party should have discovered a possible second entrance to the lower halls of the dungeon that can be found outside the keep, in the Kelmalin Wildlands. So, the party will have to once again sneak out of Roslof Keep, avoid the violet corrupted populace, and then brave the Kelmalin before entering another dungeon that will eventually lead them to level 5.



Special Abilities:

Spellcasting

Spell Save DC 15

Spell Attack Modifier +7

Spell Slots—4 1st, 3 2nd, 3 3rd, 2 4th

Actions:

Mace +1 (Bludgeoning Attack +7, Damage 1d6+3)

SPELLS:

Cantrip—Light, Mending, Resistance, Sacred Flame

1st—Bane, Cure Wounds, Detect Magic, Inflict Wounds

2nd—Blindness/Deafness, Find Traps, Hold Person

3rd—Animate Dead, Bestow Curse, Dispel Magic

4th—Banishment, Freedom of Movement

Rogue [8th level]

5th Edition

Armor Class: 15 (Leather & Dex)

Hit Points: 76

Speed: 30ft

Passive Perception: 13

STR DEX CON INT WIS CHA

12(+1) 18(+4) 12(+1) 16(+3) 10(+0) 14(+2)

Skills:

Deception +8, Perception +6, Stealth +10, Sleight of Hand +7

Special Abilities:

Expertise (Deception, Perception, Stealth)

Sneak Attack +4d6

Uncanny Dodge

Evasion

Actions:

Short sword +2 (Slash Attack +9, Damage 1d6+6)

Thrown Dagger (x6) (Piercing Attack +9, Damage 1d4+4)

The Infernal Machine

This time around, the Infernal Machine is up to even deadlier tricks. Unbeknownst to everyone on the surface world, the Infernal Machine has been storing the souls of the dead Mithel company adventurers since its inception. That said, it now has hundreds of nasty and pissed off spirits ready to unleash on live companies, the bulk of these seeking revenge for their deaths. During ROS4, these spirits will be released against the Ivory Scimitar, most being unknown dead, but if members of the Ivory Scimitar had died along the way, they will be 'reborn' to lead dead raiders against their former friends. The DM will take on the responsibility of building these undead raider parties, and for the purposes of clerical Turning, they are to be considered Special** **[DC 5 Wisdom]**. I have, however, provided a sample raiding party that will pursue the players from level 1 to level 4, keeping the Ivory Scimitar on its toes from entry to destination. This will help ramp up the terror factor as the company is forced to once again take note of their surroundings on levels they have already cleared.

Also keep in mind that these are very angry spirits, and should any current player possess items that once belonged to a dead player, that party member will get the brunt of the attacks from the dead as they try to reclaim their lost items. The dead will talk, curse, converse, taunt, and bring up nasty secrets (if they know any) while in battle with the party, so this could also be a fun way for the DM to sow some controversy into the adventure if players have done things behind other player's backs.

These parties should consist of 1 magic-user, 1 cleric, 1 thief, and 3 fighters, but the DM can customize to choice considering the strengths (and weaknesses) of their campaign's version of the Ivory Scimitar. For purposes of gameplay, all members of the raid party should be considered either zombies, skeletons, or in the case of magic-users, ghosts. These categories have little to do with Hit Dice or Turning, and more to do with how the players see the individuals in question. Whatever the case of form, the dead player's soul is still vested into the form, and that is the key to the encounters in this adventure.

New Monster: KIN

Lawful Neutral

Armor Class: 2 (Elemental Hardening + Chain Armor)

HD: 4

Hit Points: 27

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-6+2 or by weapon type (also +2)

Special Attacks: Berserker Rage

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Elemental Hardening: Like jai-ruks, the kin can manifest the power of their earth affinity by hardening their skin. This ability manifests as a -1 to AC per HD of the kin with a maximum of -10. Elemental Hardening can be employed a number of times per day equal to $\frac{1}{2}$ the kin's HD and last the same number of rounds.

Berserker Rage: By using the power of the volatile earth, a kin can transform into a walking juggernaut. This power takes a full round to manifest, but after it has begun can last up to the number of HD the kin has in rounds. During the Berserker Rage, the kin gains 2 Hit Points per HD, adds an additional +2 to damage, and gains an additional attack per round.

Kin-sires, or higher HD kin, do exist and can have as high as 12 HD, and any kin over 7 HD should be considered to have 2 attacks per round.

Kin [AC 18, Speed 30 ft, HD 7+12, HP 40, #Attack: 2, Hit +6, Damage 7 (1d6+4) or by weapon, typically 9 (1d8+4), Multiattack, Elemental Hardening, Berserker Rage]

If dwarves were formed from the seeds of elemental earth, then they would manifest as the kin. They are a hard race, intractable and fierce, but are also master builders and shape stone with deft hands. Sometimes this race lives within mountains, but their greatest creations come from shaping cities from stone on the surface, molding it in the passing of years. This unique connection with the earth plays out in the nature of the kin's coloring. Whatever natural stone they are around 'bleeds' into the kin's pigmentation, and like a flamingo turns pink eating pink shrimp, the kin take on the aspect of the stone in which they live. In this fashion they 'marbleize', sometimes appearing to have metallic veins running through the rich tones of their flesh. They are small in stature compared to humanity, averaging no more than five feet in height. This smaller size helps them navigate natural passages in the earth, and it is often whispered among other races that kin can actually pass through stone, although this is unproven. The kin also have very limited eyesight, and direct sunlight is a constant irritation. In standard daylight they wear masks or eyeshades. Underground, the kin can go without any light and use echolocation to sense where they are, large ears helping to capture the sound of their incessant clicking when they travel. No kin have hair anywhere on their bodies, but female kin are known to decorate their heads with specially cultivated moss, fungus, or grass to make a hair-like crown.

Their society is based around a single kin-sire, a hearty male who lords over a community of female kin as a lion does over his pride. When a truly powerful kin-sire comes about, other kin-sires sometimes join their 'prides' to his to form a larger community. These kin-sires are known to transform when enraged, their bodies becoming misshapen and ugly, channeling the power of the earth to destroy all enemies and threats to their pride dominance. When male kin reach the age of maturity, usually thirty years, they are forced from their pride to wander the world until they are ready to challenge an established kin-sire for a pride of their own. It is these wandering male kin that most of the human world knows, as they often migrate to cities and use their innate earth ability to shape stone and forge weapons and armor. Many choose to stay in human societies rather than go back to the barbaric tribes of their people, and some cross-breeding with dwarves has been documented over the years.



Player's Introduction

Once again, the players of the Ivory Scimitar are faced with going into Mithelvarn's Dungeon as they race against time to help destroy the Violet Corruption. This time, however, they will be faced with a new challenge, that being the Infernal Machine's ability to block the dungeon entrance to level 5 with a tangle of impenetrable fungal growth.

The exit in the southern area of level 4 has been completely taken over by a highly regenerative and fireproof wall of orange-violet fungus. Players should be encouraged to attempt to destroy the wall, but with the regenerative properties repairing damage at a foot of growth per round, and constant attacks from both mycanoid farmers and the burning dead, a retreat will be in order.

Still, the Ivory Scimitar will be forced to clear all rooms on level 4, and then use knowledge gained in ROS3 or ROS3.5 to leave Roslof Keep and journey to The Hill, where there is thought to be a secret entrance to level 5 of Mithelvarn's Dungeon. This is indeed the case, but remember, unless all rooms on level 4 are cleared, the path will still be closed to players seeking entrance through the secret passage.

The Hill will also form a new set of challenges, those being that each time a character passes a door marked with a crimson rune, the door will open and whatever lurks within will attack the party. Once this is made clear, it will be advantageous for the party to simply clear each room on their way to the secret passage that leads underground all the way back to Roslof Keep. However, this underground path has a kind of Dimension Door placed on it that will actually teleport the party back to Mithelvarn's Dungeon without having to travel two days beneath the earth. The level restricting force fields encountered on all floors remain intact, so remember this as the DM.

Room 1

The reek of heavy sweat and musk hangs in the air as you open this door. Inside, two bulky humanoid, both with heavy broken chains dangling from their wrists, rise to meet the party. Each looks to flank the entrance, chains swinging in unison as though they've fought together many times.

These are two ogres, both of whom were trained in gladiatorial combat and will play off each other in any combat situation. Their stats increase as long as both are alive, and are considered to be a -2 to all attack and damage rolls if one of them is destroyed.

2 Ogre Gladiators [AC 4, HD 6+4, HP 46 (each), #AT 2, D 1-8+6 (Chains)]

TREASURE

70 GP, Ring of Free Action

2 Ogre Gladiators [AC 14, HD 9 +27, HP 73 (each), #AT 2, Hit +7 (Chains), Dam Chains 13 (2d8+4), Multiattack]

Room 2

Opening the door to this room reveals a triangle shaped area. The walls are scarred with deep scratches and the floor covered in feathers. At the rear of the chamber, amid a growth of violet fungus, a large winged creature lets out a terrible screech.

This is the home of a corrupted griffon, the beast having been almost completely consumed by the Corruption and driven hopelessly insane in the process.

1 Corrupted Griffon [AC 1, HD 10+10, HP 76, #AT 3, D 1-4+6/1-4+6/2-16+10 (Claw x2 & Beak)]

TREASURE

7 platinum feathers (100 GP each)

1 Corrupted Griffon [AC 16, HD 10 +33, HP 83, #AT 2, Hit +8 (All), Dam Claws 12 (2d8+4), Beak 16 (3d8+6), Multiattack]



Room 3

The smell of a deep marsh pervades the area as you open the door to this room. Inside, a swamp replete with large green and brown mushrooms dominates the chamber. The sound of sucking water, as though a drain is in use, can be heard, and the surface of the pool is in a constant state of movement around the plant growth.

Hiding amongst the tall mushrooms are three boobrie, (MMII pg. 20), each ready to attack the party as they search the area for food. The sucking sound comes from a whirlpool near the room's northern wall, and a large crack in the stone of the chamber leads from the wall to beneath the water's surface.

3 Boobrie [AC 5, HD 9, HP 56 (each), #AT 3, D 1-6/1-6/2-16 (Wings & Beak), Immune to poison, Surprises on 2 in 6]

TREASURE

None

3 Boobrie [AC 15, HD 12d10 +36, HP 86 (each), #AT 2, Hit +9 (All), Dam Beak 13 (2d8+4), Wings 6 (1d6+3), Multiattack]

Room 4

This large chamber is covered with a bare earthen floor. All walls and the ceiling seem to be covered in a thick splattering of dried mud that has a hint of rust in it.

Here, a large earth elemental is in residence, and once the party moves into the room, it will attack.

1 Earth Elemental [AC 2, HD 16, HP 84, #AT 1, D 4-32 (Fist), +2 or better weapon to hit, always cause full damage on any creature which rests on the earth]

TREASURE

7 assorted gemstones (500 GP each on average)

1 Earth Elemental [AC 17, HD 12+60, HP 126, #AT 2, Hit +8 (Fists), Dam Fists 14 (2d8+5), Multiattack]

Room 5

The party opens the door to a triangular shaped room cast in deep shadow. The floor has a light coving of violet creep, but otherwise the room seems empty.

A spectre [multiple spectres in 5E] lurks within the shadows waiting for prey to get close enough to draw the lives from them.

1 Spectre [AC 2, HD 7+3, HP 45, #AT 1, D 1-8 + Energy Drain (Touch), +1 or better weapon to hit, Energy Drain steals 2 levels from any creature touched!]

TREASURE

Gem of Uncertainty [1/day can cause Confusion on a single target [DC 14 Wisdom]]

3 Spectres [AC 12, HD 5, HP 22, #AT 1, Hit +4 (Touch), Dam Touch 10 (3d6), Life Drain (DC 10 Constitution saving throw or HP total is reduced by damage taken), Incorporeal Movement*, Sunlight Sensitivity*]

Room 6

This chamber is cast with flickering torchlight and each of the four walls is painted with detailed murals. The southern wall displays a field of grass with mountains in the distance, while resplendent pink clouds in a sunset scene are on the east and west walls. The north wall holds a wilderness scene with dozens of eyes peering out of the thick foliage.

The murals are simply distraction, in reality three invisible stalkers lurk about the chamber ready to strike those taking hard looks at the paintings.

3 Invisible Stalkers [AC 3, HD 8, HP 48, #AT 1, D 4-16 (Touch), Surprise 1-5, 30% Magic Resistance]

TREASURE

None



3 Invisible Stalkers [AC 14, HD 16+32, HP 104, #AT 2, Hit +6 (Fists), Dam Fists 10 (2d6+3), Multiattack, Invisibility, Faultless Tracker]

Room 7

This large and oddly shaped room is filled with huge square stones that are nearly as tall as the twenty-foot ceiling. These monoliths obscure the back of the chamber. Darkness lurks beyond the first few and the sound of dripping water echoes through the area.

Within the stones a 12-headed hydra awaits new prey. Its long heads slink around the monoliths, appearing to be huge serpents attacking the party. After three heads are destroyed, the party will become aware of the creature's torso near the back of the chamber.

12-Headed Hydra [AC 5, HD 12, HP 74, #AT 12, D 1-10 (Bites)]

TREASURE

4,200 GP, 3,700 SP, Helm of Underwater Action, Trident +3, 7 Arrows +4, small platinum harp (300 GP), 10 silver goblets set with onyx (45 GP each)

1 12-Headed Hydra [AC 15, HD 15+75, HP 172, #AT 12, Hit +8 (Bite), Dam Bite 10 (1d10+5), Multiattack (# of heads)]



Room 8

The door to this chamber has been warped by a thin layer of violet fungus, as well as a dripping leak from a crack in the ceiling above. When opened, there is a familiar 'pop' signaling another broken room. Beyond, the chamber is empty.

Room 9

This chamber is filled with violet fungus that has been stained orange by exposure to extreme heat. The door is slightly ajar, and massive mushrooms grow within as well as to the east of the door completely blocking the hall.

A Fire Trap is still active in the chamber if the party decides to investigate further. Detecting a trap here is at -10% detection for a thief who is actively searching [DC 20 Perception]. Disarming the trap is at -25% [DC 25]. Any characters in the room when the lead character comes within three feet of the far side of the room will be subject to a Fireball type effect that envelopes the chamber, 6d6 damage. The trap cannot be disabled, but all trap rooms can be avoided.

Room 10

Just south of this door, a massive and impenetrable growth of the orange-stained violet fungi completely seals the hall from floor to ceiling. The door, however, is still clear enough that it can be forced open. Inside, the room consists of rough-hewn stone walls that make up a 30'x30' square. No corruption can be seen inside, but the heavy smell of the deep earth is present.

Upon entry, four strange creatures known as khargra (FF pg. 56) have attached themselves to walls and jettison themselves toward the players. These are dangerous creatures from the elemental plane of earth and will devour any metal they can get their mouths on once attached to player characters.

4 Khargra [AC -3, HD 6, HP 30, #AT 1, D 3-18 (Bite), Surprise 1-7 (d8), Destroy a weapon used against it, or armor that it is attacking, on a roll of 16 or better]

TREASURE

14 small gems (100 each) scattered about the floor

4 Khargra [AC 17, HD 8d8+16, HP 40, #AT 1, Hit +8 (Bite), Dam Bite 11 (2d6+5), Destroy Weapon (DC 14 Dexterity saving throw or character's weapon or armor is destroyed by the Khargra's bite)]

Room 11

Farther down the hall to the west of this door, the orange-stained violet fungus grows in such amounts that the hall becomes impassable. Still, the door to this chamber is clear of heavy fungus but the 'creep' has slithered its way beyond the frame.

Inside, three corrupted fomorian giants have lost what little minds their tortured bodies possessed and leap at the party in an attempt to throttle them before escaping the chamber.

3 Corrupted Fomorian Giants [AC 1, HD 15+3, HP 77, #AT 1, D 4-32 (Fist)]

TREASURE

Nalback the Nightbrand [+4 Two-Handed Sword that can cast Darkness 15' Radius 1/day and provides wielder with Infravision 60'], Bag of 10 Blue Scales [place one on tongue and acts as Water Breathing for 8 hours], 358 GP in a Bag of Holding

3 Corrupted Fomorian Giants [AC 17, HD 14+60, HP 136, #AT 2, Hit +8 (Fists), Dam Fists 14 (2d8+5), Multiattack]

Room 12

A foul stench seeps from beyond this door, and a green mist trickles out across the stone floor at your feet. Upon entry, the smell is nearly overpowering as three massive grey-green skinned trolls rise from squatting positions at its center.

3 Trolls [AC 2, HD 6+6, HP 45, #AT 3, D 5-8/5-8/2-12 (Claws & Bite), Regenerate 3 HP per round.]

TREASURE

Spellslinger Staff [white oak staff with a topaz at the top, acts as a Ring of Wizardry III and is +3 to hit and damage], 621 GP scattered about the floor

3 Trolls [AC 15, HD 8+40, HP 84, #AT 3, Hit +7 (All), Dam Bite 7 (1d6+4), Claw 11 (2d6+4), Multiattack, Keen Smell*, Regeneration (10 HP at start of turn)]

Room 13

This small room is filled with shattered stone chips and small boulders. At the rear of this roughly rectangular room, a large pile of rocks towers up more than ten feet and is covered with oozing red-brown mud.



A roper skulks behind the rocks and mud. Once the players get close, it will attack, attempting to draw players into its maw.

1 Greater Roper [AC 0, HD 12, HP 64, #AT 1, D 5-20 (Bite), 6 sticky ropey strands that attack as well to suck strength from the victim (50% strength for 1-3 melee rounds) so it can draw the target in to eat it.]

TREASURE

A pair of Boots of Striding and Springing are stuck in the mud at the end of the chamber.

1 Greater Roper [AC 20, HD 11+33, HP 93, #AT 4 (Tendrils) 1 (Bite), Hit +7 (All), Dam Tendrils 14 (Escape DC 15 or at disadvantage on all strength checks thereafter), Bite 22 (4d8+4), Multiattack, Spiderclimb*, Grasping Tendrils*, False Appearance*]

Room 14

The door to this room is cold to the touch and a sense of evil pervades the area just outside it. Once within, this massive chamber is decorated with towering pillars of black basalt, each decorated with hundreds of bones.

Eight skeletal warriors lurk among the pillars, each garbed in ancient scale armor, rotted tabards, and carrying longswords of archaic design.

8 Skeletal Warriors [AC 2, HD 9+12, HP 75, #AT 1, D 1-8+3 (Longswords), +3 To Hit with all weapons, Magic Resistance 90% (including Turning!)]

TREASURE

One of the skeletal warriors has a +4 Flametongue Longsword named Whitefire, and another has Platemail +3. At the rear of the chamber, a small locked chest [DC 12] contains 3 rubies (700 GP each), 200 PP, and 3 Potions of

Extra-Healing [Potion of Greater Healing].

8 Skeletal Warriors [AC 17, HD 12+60, HP 126, #AT 2, Hit +11 (Longsword), Dam Longsword 9 (1d8+5), Multiattack, Magic Resistance (Advantage on all Saves versus Magic), Turn Immunity (DC 10 save versus being Turned)]

Room 15

Inside this chamber, a fifteen-foot-tall statue of a female elf with alabaster skin stands in regal splendor. She is clothed in spider silk and carries a chain in one hand that hangs down to the floor before trailing toward the darkness of the back of the large chamber.

A small gang of 8 quicklings lurks in the back of the chamber where the chain leads to a large chest. The chest is locked [DC 17], but is not trapped.

8 Quicklings [AC -3, HD 1 ½, HP 8, #AT 3, D 1-4 (Dagger) + Poison (sleep)]

TREASURE

+2 black metal Chain Shirt (halfling-sized), Cloak Pin [allows the user to speak Elvish], female elven noble's gown spun with silk and mithril (1,000 GP)
8 Quicklings [AC 23, HD 1+4, HP 10, #AT 3, Hit +4 (Dagger), Dam Dagger 4 (1d4+2) + Poison (DC 12 Constitution or sleep 1d4 rounds), Multiattack]

Room 16

Opening this door creates a familiar 'popping' sound and the chamber beyond is empty.

Room 17

This is an impenetrable, fireproof, and regenerative fungal forest that is all but impassable. If stairs do indeed lie inside, there is no way to access them.

Room 18

This massive open vault, some two hundred and twenty feet across at the points of a compass, and thirty feet high above your heads, is cast in utter darkness. With light, shadowy forms of heavy fungal growth can be made out to the south, as well as a feeling of heat. While to the north, the open area is seemingly clear all the way to smooth walls one hundred feet from the stair opening.

This is the 'The Glade of the Burning Dead', a place where the Infernal Machine manifests 2-8 burning dead corpses every 1-4 rounds as long as characters are within 100 feet diameter from the stairs. Aside from the threat of the burning dead, the characters will also face a deadly menace from the myconid men that reside in the orange-stained violet fungal section of the hall south of the stairs. Both enemies, along with impassable fungal growth, will make entry to level 5 of the dungeon nearly impossible.

(Unlimited) Burning Dead [AC 8, HD 2, HP 10 (each), #AT 1, D 1-8 +1-4 (Fist + Flame), Anyone attacking the burning dead with a weapon that doesn't have 'reach' will take 1-4 flame damage. Once a burning dead is reduced to zero HPs, it explodes in a burst of flame that causes 2-6 points of damage. The burning dead always go last in every melee round. Note: Destruction by Turning does not cause the explosion.]

TREASURE

None

(Unlimited) Burning Dead [AC 8, HD 3+9, HP 22, #AT 1, Hit +3 (Fists), Dam Fists 4 (1d6+1) + Flame 4 (1d6+1), Aura of Flame (all opponents hitting the burning dead without 'reach' will take 4 (1d6+1) damage), Explosive Death (once reduced to zero HPs, a burning dead will explode causing 8 (2d6+2) damage to everyone in a 5 foot radius)]



(Unlimited) Myconids [AC 10, HD 4, HP 24, #AT 1, D 4-16 (Fist) + 1-4 (Poison), Pacifier attack with cloud of spores 3/day (save vs poison or become passive and do nothing, even when under attack, for 1-4 rounds)]

TREASURE
None

(Unlimited) Myconid Adults [AC 12, HD 4+4, HP 22, #AT 1, Hit +2 (Fists), Dam Fists 5 (2d4) + Poison 5 (2d4) (DC 11 Constitution), Pacifying Spores (3/day) (DC 11 Constitution save or be stunned for 1 round)]

Trap A

There is a single Arrow Trap marked with two-sided arrow markers on the northern edge of the map. Any thief can certainly search for a trap on the door [DC 17 Perception]. Once discovered, the trap cannot be disarmed, but parties are not required to open them to 'clear' this level of the dungeon. If triggered, three arrows are fired into the 10' square before the door, each doing 1d6 damage to a randomly rolled character.

Folio Module ROS4

Halls of Narchy Hill

An Adventure for Characters Levels 6-9

Room 1

The rune on this door flashes crimson and the door opens to the guttural squeals of a group of heavy-shouldered men with the heads of boars. They paw at the rough ground and then charge the door, tusks at the ready.

6 Wereboars [AC 4, HD 5+2, HP 37 (each), #AT 1, D 2-12, silver or +1 or better weapon to hit, gore attack every other round for a possible 1-8 damage]

TREASURE

A jeweled white leather scabbard for a longsword has been discarded in the room (450 GP total value), as well as two Ivory Hair Pins of Charisma [+1 CHA if both are worn in long hair]

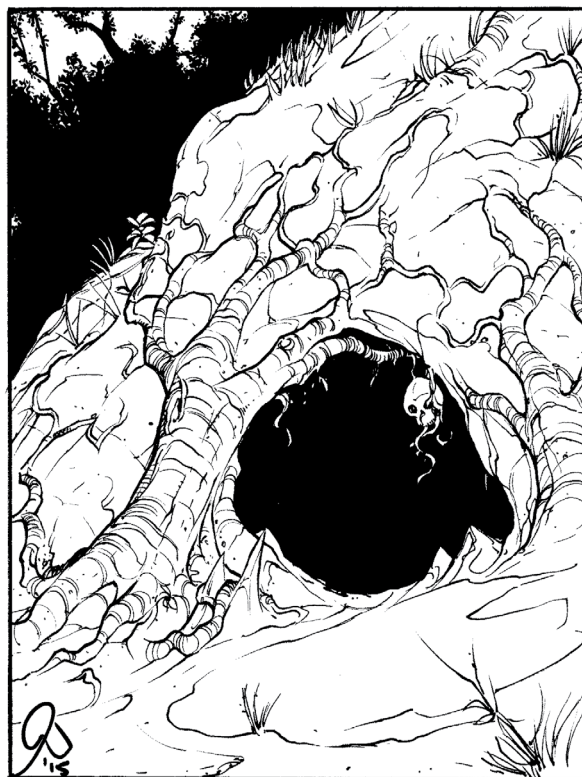
4 Wereboars [AC 11, HD 12 +24, HP 78 (each), #AT 2, Hit +5 (Maul & Tusk), Dam Maul 10 (2d6+3), Tusk 10 (2d6+3), Damage Immunities: bludgeoning, piercing, and slashing from non-magical weapons that are not silvered, Multiattack (1 maul, 1 tusk), Charge*, Relentless*]

Room 2

With a blaze of crimson light, this door opens to the electric snapping of blue energy. Inside the chamber, a huge glowing globe of energy floats as tendrils of electricity probe the walls.

Inside, a quasi-elemental lightning is in residence and will seek to make contact with anything it can conduct to outside, including and especially character armor.

1 Quasi-Elemental Lightning [AC 2, HD 12, HP 84, #AT 1, D 1-6+12, +1 or better weapon to hit, immune to electric attacks, ½ damage fire. If attacked by conductive metal, the wielder also takes 1-4 damage. Can also summon 3 'Ball Lightning' globes per round that can inflict 1-8 damage to any conductive armored attacker (three max at any one time).]



TREASURE

Wand of Lightning Bolts (26 charges) has been discarded on the floor

1 Quasi-Elemental Lightning [AC 18, HD 12 +24, HP 90, #AT 2, Hit +8 (lightning arc), Dam 14 (2d8+5), Damage Immunities: electric, Damage Resistance: fire, Conductive Backlash (any conductive weapon used against the creature causes 5 (1d10) damage to the attacker), Multiattack, Ball Lightning (can produce three ball lightning globes that attack conductive armor wearers each round, causing 5 (1d10) damage.)]

Room 3

With a dramatic 'rune flash', this ten-foot-tall stone door opens with a grating sound. Inside, two large female hill giants, covered in tattered chain and hide armor, raise their spiked clubs and lumber toward the door.

The hill giant sisters have wild hair and crazed eyes, both attack any female characters first as they declare all male characters to be members of their new harem.

2 Hill Giants [AC 4, HD 8+2, HP 50 (each), #AT 1, D 2-16]

TREASURE

One carries a chest on her back with a broken lock. Inside are 340 GP, a roll of fine silk (200 GP), and a +3 round shield painted with a golden hammer on a black field

2 Hill Giants [AC 13, HD 10 +40, HP 105 (each), #AT 2, Hit +8 (Greatclub), Dam Maul 18 (3d8+5), Multiattack]

Room 4

This door made of polished oak and bearing the same crimson rune, opens to reveal a chamber with smooth black walls that shimmer as though wet against your light source.

Slithering all over the walls, a giant black pudding is ready to attack and devour anything entering its domain. If the party doesn't enter, it will creep across the ceiling, following the party before dropping onto them at the worst possible moment.

1 Black Pudding [AC 6, HD 10, HP 67, #AT 1, D 3-24, Dissolves wood and metal, Resistance to all physical blows, cold, and lightning (which do no harm)]

TREASURE

None

1 Black Pudding [AC 7, HD 10 +30, HP 85 (each), #AT 1, Hit +5 (pseudopod), Dam 6 (1d6+3) + 18 (4d8), Damage Immunities: acid, cold, lightning, slashing, Split (each time it is struck by lightning or slashing damage, it splits into two new puddings of at least 10 hit points)]

Room 5

Darkness fills the chamber after a crimson flash and the door slowly swinging open. So deep are the shadows, it seems to eat the light provided by your party into an inky black pool at the center.

This is the lair of two shadow demons, both of whom wait for the party to enter before attacking. Remember, these are technically demons, not undead, and should be treated as creatures of the lower planes.

2 Shadow Demons [AC 1, HD 7+3, HP 39 (each), #AT 3, D 1-8/1-8/1-6, Immunity to fire, cold, and lightning, +2 to hit in darkness. Highly effected by light (see FF pg. 78). Note: this is NOT an undead creature, but a dark evil from the lower planes.]

TREASURE

A black Cloak of Protection +2 is cast into a corner of the dark chamber

2 Shadow Demons [AC 19, HD 10 +40, HP 105 (each), #AT 3, Hit +8 (Claw x2 +Bite), Dam Claw 8 (1d10+3), Bite 6 (1d12), Damage Immunities, fire, cold, and lightning, Vulnerability: Light (Light spells effect the creature like a 5 dice Fireball, and any light takes the AC down to 15 (torch) or 11 (daylight), Multiattack]

Room 6

Beyond this door, and the crimson flash of its rune, a room with five heavy tapestries is dominated by a large statue of a man made entirely of stone. He has a serious face with a broad mustache, is in ancient plate armor, and carries a massive curved blade like those found in kingdoms far beyond the sea.

This is a stone golem, enchanted by long-dead magic-users and ready to destroy any dungeon intruder.

1 Stone Golem [AC 5, HD *, HP 60, #AT 1, D 3-24, +2 or better weapon to hit, Casts slow on any single opponent]

TREASURE

None

1 Stone Golem [AC 17, HD 17 +85, HP 178, #AT 2, Hit +10 (fist), Dam Fist 19 (3d8+6), Magic Resistance (has advantage), Multiattack, Slow (DC 17 Wisdom)]

Room 7

Another crimson flash paves the way to an empty chamber with a polished white marble floor broken into a pattern that is fifteen squares deep and seven squares across. The walls are smooth stone, and the ceiling is black basalt that has seams in it that break it into three sections.

Above, the ceiling is covered by three cloakers. The beasts will drop on the party after they enter.

3 Cloakers [AC 3 (1), HD 6, HP 30 (each), #AT 2+Special, D 1-6/1-6/Special, cloakers attempt to wrap their opponent, then bite for 1-4+characters unadjusted AC each round and fend off other attacks with their tails (AC 1). Attacks on a cloaker wrapped around a victim will cause ½ damage to the cloaker and ½ damage to the character.]

TREASURE

None

3 Cloakers [AC 14, HD 12 +12, HP 78 (each), #AT 2, Hit +6 (Tail & Bite), Dam Bite 10 (2d6+3), Tail 7 (1d8+3), Damage Transfer (while attached, ½ damage is done to victim on outside attacks), Multiattack, Phantasms*, Moan*]

Room 8

The rune-marked door of this chamber opens to an oppressive humidity and the sound of deep hissing assaults your ears. Inside, two huge serpents with humanoid shoulders and arms raise black-bladed scimitars and lunge forward to attack.

Two yuan-ti abominations lurk within the chamber.

2 Yuan-Ti Abominations [AC 4 (0 Snake Parts), HD 9, HP 50 (each), #AT 2, D 1-8+4 (Scimitar) 1-10 (Bite)]

TREASURE

One carries a Scimitar +2, and on the floor at the back of the chamber is a suit of green Scale Mail +2 (human-sized)



2 Yuan-Ti Abominations [AC 15, HD 15 +45, HP 127 (each), #AT 2 or 3, Hit +7 (All), Dam Bite 7 (1d8+4), Constrict 11 (2d6+4), Scimitar 11 (2d6+4), Longbow 12 (2d8+3), Magic Resistance (has advantage), Multiattack (2 missile or 3 melee), Innate Spellcasting (suggestion & fear)]

Room 9

Frost clings to the handle of this door and the rune pulses with a deep orange glow. Inside, the chamber is filled with ice, including the floor, as a beast in white scales rises from the mists with a frosted blue-steel spear clutched in its insectoid hands.

An ice devil is amid the mist, and will attack with its spear to slow company fighters, then deal with the spell casters after taking out the fighting line.

1 Ice Devil [AC -4, HD 11, HP 78, #AT 4 or 2, D 1-4/1-4/2-8/3-12 (Claw x2, Tail, Bite) or 2-12 (Frost Spear), +2 or better weapon to hit, Magic Resistance 55%. If struck by the Frost Spear, the victim must make a save versus paralyzation or fall under the effect of Slow.]

TREASURE

The Spear of Frost, a +4 weapon that requires a Strength of 16 or higher to wield

1 Ice Devil [AC 18, HD 19 +76, HP 180, #AT 3, Hit +10 (All), Dam Claw 10 (2d4+5), Bite 12 (2d6+5), Tail 12 (2d6+5), Magic Resistance (has advantage), Multiattack, Wall of Ice*]

Room 10

Your boots pop and crackle as you approach this door, arcs of blue static jumping around them. Beyond the door, a massive square chamber replete with stalagmites and stalactites stretches before you and twinkles with mineral resources.

Inside the room a behir is in residence. The creature will attack the party once they are within the stala-field.

1 Behir [AC 4, HD 12, HP 74, #AT 2 or 8, D 2-8/2-5 (Bite & Constrict) 2-8/6x1-6 (Bite & Talons), Breath Weapon (Lightning) 24 damage, Immune to electricity and poison. If the behir hits with its constrict attack, the next round it will make 6 talon attacks against that victim.]

TREASURE

A pile rests in the rear of the chamber that consists of 7,900 GP, 5,400 SP, and 23 gems with a combined total worth of 5,000 GP. There is also a fur-lined brown Cloak of Resting [provides a full hour of rest for each 10 minutes of actual rest].

1 Behir [AC 17, HD 16 +64, HP 168, #AT 2, Hit +10 (All), Dam Bite 22 (3d10+6), Constrict 17 (2d10+6), Lightning Breath (DC 16 Dexterity) 66 (12d10), Swallow*, Multiattack]

Room 11

A natural fissure opens in the south wall of this corridor. Inside, the sound of lumbering bodies cracking against the stone walls drifts out into your midst.

Two umber hulks are digging here, but the presence of the party as they pass the nexus point of the hall near rooms 5, 6, and 8, will bring them out to investigate, the scent of human flesh more than they can resist.

2 UMBER HULKS [AC 2, HD 8+8, HP 56 (each), #AT 3, D 3-12/3-12/1-10 (Claws x2 & Bite), Confusion (save vs magic if looking into their eyes) 3-12 rounds]

TREASURE

None

2 UMBER HULKS [AC 18, HD 11 +33, HP 93, #AT 3, Hit +8 (All), Dam Bite 14 (2d8+5), Claws 9 (1d8+5), Confusing Gaze (DC 15 Charisma)*, Multiattack, Tunneler*]

Room 12

Farther down the hall, the sound of a rhythmic ringing hammer tolls. On occasion, the beat stops, only to resume again after much scraping and the bilious sounds of air being forced through some kind of funnel.

This is the entry to a mini-adventure I call The Hammer Fall of Anarchy. A DM can create the adventure and expand the dungeon, or use my rendition of what lies beyond, found in ROS4.5. Whatever the case, the rooms beyond this point do NOT have any crimson runes and therefore need not be passed by the party to enter the catacombs that lead to level 5 of Mithelvarn's Dungeon.

Trap A

These doors, marked with a false crimson rune that does not glow with magic, are actually a trap. Detecting the trap on the door is a -10% [DC 20 Perception]. Disarming the trap is standard, but the door can be bypassed once the trap has been overcome without ever opening the door. Beyond the door, a twenty-foot-long hall with stone grating along the floor stretches out to seven tubes set in the far wall. If the trap is still active, the tubes will fire a massive blast of green slime at all targets in the hall with a splatter effect that will also strike all targets in the hall up to ten feet on either side of the door. Damage is initially 1 round of 'consumption' (as per green slime rules) and of course in 4 rounds all organic material will be converted 'consumed' and made into green slime [21 (6d6)], while all rounds after the initial blast are dealt with as standard green slime.

1 Green Slime [AC 9, HD 4, HP 24, #AT 0, D Will destroy all flesh and metal in 4 rounds, thus turning into green slime as well]

1 Green Slime [AC 8, HD 8+40, HP 84, #AT 1, Hit Special (auto hit once sprayed on target), Dam Acid 21 (6d6)]

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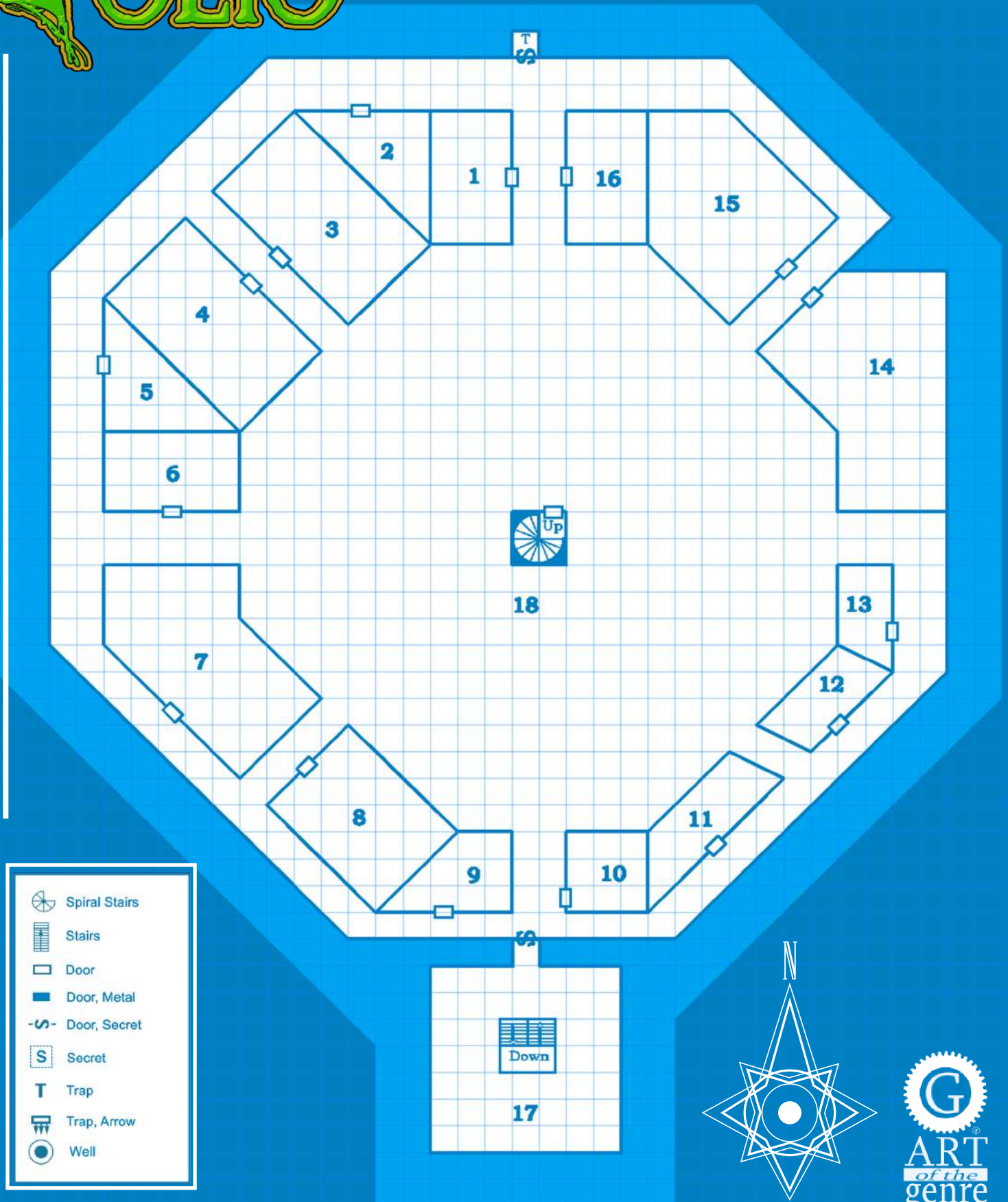
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THE FOLIO



ROS4.5

Bonus Module

THE ROSLO

Mini-Module



ROSLOF KEEP CAMPAIGN

Hammer's Fall in Anarchy

Mini-Module ROS4.5

by Scott Taylor

This mini-adventure is meant for characters of the Ivory Scimitar who feel compelled to go into the non-required section of The Hill dungeon. Having heard a mysterious and rhythmic clanging in the tunnels, some unknown power must still be in residence in the unexplored reaches of this level. Hammer's Fall in Anarchy is an adventure for character levels 5-8 and contains all information and maps needed to run an excursion into this unknown section of The Hill.

The Ivory Scimitar now has a choice, continue on into the azure glow that leads to Mithelvarn's Dungeon or retrace their steps and investigate the source of the sounds they heard on the way in. Inside the unknown region is a massive forge, home to a mad Kin who has been crafting weapons and armor that are delivered to his 'god', although in reality they are transported into Mithelvarn's Dungeon.



Dungeon Master Notes & Suggestions

This adventure is meant to be a side excursion for the players, and will allow them to pick up extra experience as well as magic items before entering level 5 of Mithelvarn's Dungeon. The possibility of characters journeying into this area might become even greater once they realize that level 5 of the dungeon is completely flooded. The key points that should be covered if this mini-adventure is employed in your campaign are:

1. The acquisition of the magical blade 'Carcharodon the Deep Tooth'. This item can be found in room 7.
2. The understanding that items from the forge are being 'delivered' to someplace by means of magical transport.
3. The acquisition of other items that might help in ROS5.

Combat

Kin, as featured in the race Gazetteer section of ROS4 and the Nameless Realms Races Gazetteer, are very powerful with their connection to Elemental Earth. When the characters are combating the 'boss' of this part of the dungeon, they will be witness to some of the bonus powers that kin might have access to upon gaining higher HD. As stated in the Gazetteer, there are no hard and fast rules for how upper HD races connect with their element, so hopefully this will give DMs a better understanding of just what possibilities are out there when running Nameless Realms races.

Random Encounters & Entry into the Forge

The forge will be an area consecrated to the element of earth, and therefore any spells that derive from air (Fly, Feather Fall, etc.), including electricity (Lightning Bolt, Shocking Grasp, etc.), that are considered grounded, fail to function within it. Also, metal armor and metal equipment have the desire to return to the earth, thus causing all encumbrance for metal objects to double. This includes any treasure carried, although not treasure stored in dimensional pockets such as Bags of Holding.

Random Encounters within the forge are limited to roving earth elementals, but one of those is only encountered on a roll of 1 on a d20, but this roll should be made when entering any room.

The Dungeon

1. Entry Chamber

The ringing clang of metal on metal sounds from two open passages leading off this dark stone room. The walls are smoothly carved with cornerstones depicting mountaintops in relief.

As the sound of the forge comes from the back chamber in this dungeon, it is impossible to discern which is the 'correct' way to get there. However, heat and light can be detected coming down the eastern corridor, and a sense of dark and cold comes from the north.

2. Resource storage

Beyond the door this unlit chamber smells of oil and sulfur. Piles of ore lay around great mounds around the room, veins of metal showing like latticework spiderwebs within the stones.

There is little of value in this chamber other than tons of raw ore. If the party does a search, they will discover a +1 Footman's Pick that lays adjacent to one of the larger piles in the back.

3. Mud Bath

Sulfur assaults your nose as the bubbling pop of thick red-orange mud covers the interior floor of this room save for a stone lip that runs the edge. On the far wall away from the door, an alcove rests three feet up from the stone lip and holds a blue-glimmering lantern.

Inside the mud a large earth elemental lurks, and anyone coming into the room and moving around the stone lip will be swatted into the mud and held under.

1 Earth Elemental [AC 2, HD 16, HP 84, #AT 1, D 4-32 (Fist), +2 or better weapon to hit, always cause full damage on any creature which rests on the earth]

TREASURE

The lantern is enchanted with a Continual Light spell and can be removed and used elsewhere.

1 Earth Elemental [AC 17, HD 12+60, HP 126, #AT 2, Hit +8 (Fists), Dam Fists 14 (2d8+5), Multiattack]

First Opaque Field

A field of shimmering orange force blocks entry from the eastern hall into room 4. The wall acts as a barrier, but is only there to keep the heat of the chamber from bleeding fully into the hall. It can be passed through without difficulty, but once on the other side, players will begin to take damage from the intense heat of the forge [1 HP per round of exposure to the room].

4. Salamander Forge

Four tall and slender bipedal reptiles stoke the fires of a blazing forge. The walls of the chamber are black basalt, and six anvils are placed around the perimeter of the room with full smithing equipment on hangers beside each.

In reality, there are six salamanders in the chamber, but currently two are inside the forge keeping the fire stoked. Initially, the four outside will attack the party with spears they keep close at hand, and once engaged, the remaining two will move out of the fire to assist where needed.

6 Salamanders [AC 5/3, HD 7+7, HP 43, #AT 2, D 2-12 (Spear + Fire)/Tail Lash for 2-12+1-6 (fire), +1 or better weapon to hit, always tries to constrict with its tail if possible]

TREASURE

None

6 Salamanders [AC 15, HD 12+24, HP 90, #AT 2, Hit +7 (All), Dam Spear 16 (2d8+4 and 1d6 fire), Tail 17 (2d6+4 and 2d6 fire), Multiattack, Tail attack Grapple escape DC14, Heated Body, Heated Weapons]

5. Abandoned Living Area

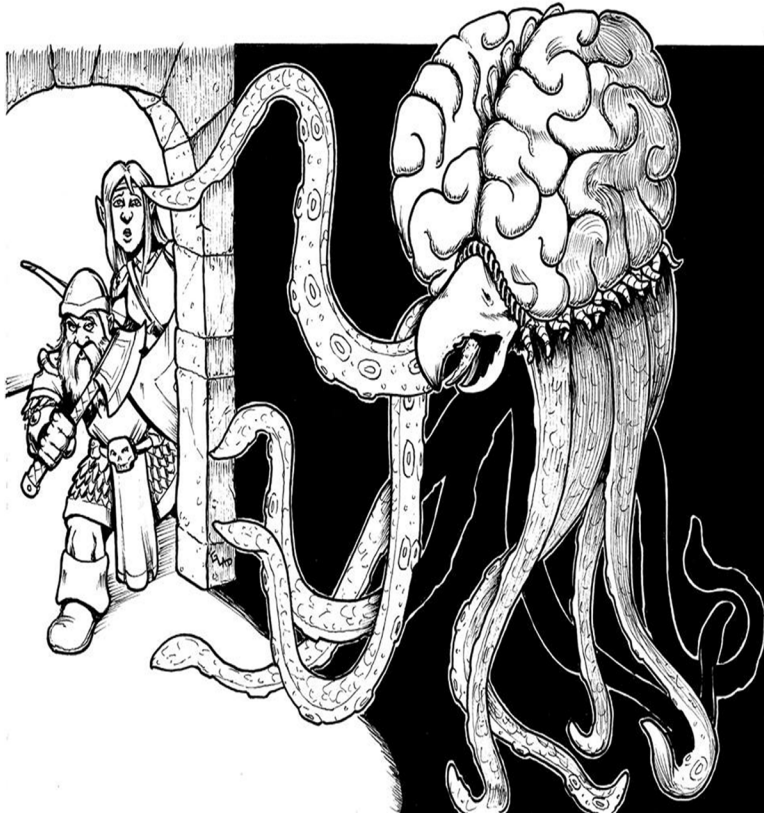
This room is covered in a fine layer of dust. An old stone bed, a basin with crusted lime along the edge, and a rotted tapestry depicting a violet-hued cavern complete the decoration.

This chamber is empty of all valuables and contains no monster.

6. Kin Bedchamber

This room contains a large stone bed covered with a thick bearskin. A basin stands along one wall with a metal pitcher and cups along its side, while three stone boxes, all without lids, rest beside the bed. A tapestry hangs along the eastern wall showing a family of marble-skinned humanoids working what is either clay or pure stone with their hands. Just in front of the tapestry is a short pedestal with a rune-covered surface glowing with a faint blue aura.

The pedestal is actually a transport device that sends items directly into the Infernal Machine back in Mithelvarn's Dungeon. Any item place on it will disappear, and any item worn on a hand or arm that is waved over it will also disappear (being sent to the



dungeon where it might one day be recovered before the end of the campaign). It is on this pedestal that the kin-sire sends his best equipment back to the dungeon for use by monsters, although he believes he is sending them to his earth god.

Secret Room

This secret chamber holds the personal wealth of the kin-sire. The stone of the wall shows signs of having been 'molded' [2 in 6 chance of detecting this], but the chamber cannot be reached without destroying or passing through the stone.

TREASURE

Corsair's Pearl (a pearl earring that acts as a constant **Water Breathing** spell), 5 large gold bars (100 GP each), **Boots of Speed**

Although empty of enemies, the real challenge of this chamber will be finding a way through the stone wall behind the tapestry. If the wall is attacked in any way, an earth elemental will appear and attempt to destroy any intruders.

Second Opaque Field

Much like the field between the eastern hall and room 4, this field is orange and holds the heat of the salamander forge at bay. Although the room beyond is still hot, it is not hot enough to cause damage each round characters are in it.

7. Hot Forge

A small stair leads down into this huge chamber. Here, a broad-shouldered and bat-eared humanoid with black and crimson marbled skin works over a blazing piece of metal across from a massive fiery forge. Behind him a huge creature made of stone, dirt, and crystal works a gargantuan bellows.

1 Kin-Sire [AC 2, HD 16+48, HP 132, #AT 2, D 1-8+4 (Greataxe), Elemental Hardening (-10 AC when active), Berserker Rage, Spike Growth (weapon will grow metal spikes along the blade that will add damage, add 1d6 per use, and 5 uses per day)]

TREASURE

Currently set aside near the forge is the newly completed 'Carcharodon the Deep Tooth' [+2 Megalodon Tooth Short Sword with Coral handle and black pearl set in the hilt. +4 versus aquatic creatures and provides the wielder with free action]. The kin-sire's great axe is also +3.

Kin-Sire [AC 18, Speed 30 ft, HD 16+48, HP 132, #Attack: 2, Hit +10, Damage 10 (1d8+6), Multiattack, Elemental Hardening (+10 AC), Berserker Rage, Spike Growth (weapon will grow metal spikes along the blade that will add damage, add 1d6 per use, and 5 uses per day)]

Elemental Hardening

Like jai-ruks, the kin can manifest the power of their earth affinity by hardening their skin. This ability manifests as a -1 to AC per Hit Dice of the kin with a maximum of -10. Elemental Hardening can be employed a number of times per day equal to ½ the kin's Hit Dice and last the same number of rounds.

Berserker Rage

By using the power of the volatile earth, a kin can transform into a walking juggernaut. This power takes a full round to manifest, but after it has begun can last up to the number of Hit Dice the kin has in rounds. During the Berserker Rage, the kin gains 2 Hit Points per HD, adds an additional +2 to damage, and gains an additional attack per round.

1 Earth Elemental [AC 2, HD 16, HP 84, #AT 1, D 4-32 (Fist), +2 or better weapon to hit, always cause full damage on any creature which rests on the earth]

1 Earth Elemental [AC 17, HD 12+60, HP 126, #AT 2, Hit +8 (Fists), Dam Fists 14 (2d8+5), Multiattack]

8. Gem Storage

This chamber holds no light, but within are several stone pedestals that twinkle at their bowled tops with uncut gemstones.

Like the secret chamber in room 6, a more 'molded' wall has allowed access to this room by power of the kin-sires ability to shape stone. It cannot be breached by normal methods, but it can be detected on a 2 in 6.

TREASURE

15,000 GP in uncut gems, the entire collection weighing roughly 5,000 GP

9. Precious Metal Storage

Ingots of gold, silver, copper, and even mithril lay in stone boxes on the floor of this chamber, each separated to make finding particular types easier.

Like the secret chamber in room 6, a more 'molded' wall has allowed access to this room by power of the kin-sires ability to shape stone. It cannot be breached by normal methods, but it can be detected on a 2 in 6.

TREASURE

20,000 GP in raw and un-minted metals

Third Opaque Field

This field of dusky blue force holds back the epic cold of the forge beyond. Like fields 1 and 2, it cannot be seen through, but some sound and a bit of cold does pass through its membrane. Again, it does not resist entry in any way, and a person placing a hand on it will immediately pass through. Once inside the cold forge, however, all party member will take 1 HP per round of cold damage unless otherwise protected.

10. Cold Forge

Your breath hisses from your mouths in great plumes of white mist as the icy nature of this huge chamber dominates you with oppressive cold. The walls are slick with sheets of ice, and a small 'river' of blue liquid shimmers in a huge forge in the northwest corner. A low, squat anvil sits in the middle of the chamber, atop it an un-hilted glass blade of a longsword rests next to a pair of blue-steel tongs.

Inside the blue liquid lurks a small white dragon. It is highly intelligent and will not leave the forge, instead choosing to blast the room with its breath hoping to kill the party before they can get to it. If a party member goes inside the forge to face the dragon, they will take 3 HP per round of cold damage and will also be at -2 on attack rolls due to the ice that pervades the interior. If the dragon is engaged in melee in this fashion, it will use its claw attacks to knock the player into the blue liquid which for all intents and purposes is liquid nitrogen. If this happens, the player must make a successful save versus death magic or be frozen solid. If the saving throw is made, they are considered to have avoided falling in after the successful attack.

1 White Dragon [AC 3, HD 7, HP 36, #AT 3, D 1-4/1-4/2-6 (Claws & Bite), Breath Weapon (36 damage in 30' Cone, saving throw versus breath weapon)]

TREASURE

Lean Glass Longsword blade (enchanted to +3) that would need 'hilted'

1 Young White Dragon [AC 17, HD 14+56, HP 133, #AT 3, Hit +7 (Bite & Claws), Dam Bite 15 (2d10+4), Claw 11 (2d6+4), Multiattack, Cold Breath (45 (10d8) 30' cone, DC 15 Constitution save for 1/2)]

11. Xorn Holding Room

The smell of deep earth pervades this chamber, the walls crusted with dark mud and the floor uneven rock. Three odd creatures, cone-like with three upward facing arms, three eyes, and a mouth on the top of the cone, turn toward the door and emit a deep rumbling sound.

Xorn will detect all minerals in a 20' distance and will try to take said minerals in the form of coins or metal weapons and armor from the players. DM Note: If charmed, these creatures have the ability to pass through stone, and therefore could enter the secret treasure rooms of the kin, although communication with them would still be difficult.

3 Xorn [AC 2, HD 7+7, HP 42, #AT 4, D 1-3 (x3) and 6-24 (Bite), Immune to fire and cold-based attacks, as well as lightning while in this part of the dungeon]

TREASURE

None

3 Xorn [AC 19, HD 7+42, HP 73, #AT 4, Hit +6 (All), Dam 3 Claws 6 (1d6+3), Bite 13 (3d6+3), Multiattack, Earth Glide*, Stone Camouflage*, Treasure Sense*]

12. Purple Worm Feeding Hole

This large chamber has a roughly 20'x20' hole in its center, the lip of which is crusted with twinkly crystal and dotted with gems.

This is a special place for the kin-sire, and he enjoys feeding a pet purple worm that lives within the hole. Creatures caught entering the halls by the earth elementals are brought here and tossed in for snacks, thus the purple worm is always just inside the hole and ready. When characters enter, their footsteps cause vibrations noted by the purple worm and it will snap out of the hole to devour anyone that draws within 10'. However, it cannot use its stinger while in the hole!

1 Purple Worm [AC 6, HD 15, HP 120, #AT 1 and 1, D 2-24 (Bite) and 2-8 (Poison Stinger), If to hit is more than 20% over needed, then swallow target whole (death in 6 melee rounds), saving throw versus poison or dead]

TREASURE

5,000 GP in rough gem deposits around the lip of the hole

1 Purple Worm [AC 18, HD 15+90, HP 247, #AT 2, Hit +9 (All), Dam Bite 22 (3d8+9), Stinger 19 (3d6+9), Multiattack, Poison Stinger (DC 19 Constitution or take an additional 42 (12d6), Swallow (Dexterity 19 save on any hit or be swallowed and take 21 (6d6) per round afterward)]

13. Unsatisfactory Weapons Storage

Broken, misshapen, and unfinished weapons of all types have been cast into this chamber creating a pile in its center. Otherwise the room is undecorated.

A grell has taken up residence in a hole beneath the pile of discarded weapons. Once characters approach the pile to search out weapons, it will attack, attempting to draw a target in and devour it. The weapons act as a kind of armor for the grell, making it difficult to attack outright.

1 Grell [AC 2 (metal cover), HD 5, HP 30, #AT 11, D 10x1-4/1-6, Poison (+4 on save, or paralyzed from each tentacle attack and ALL tentacles attack the same target). Once paralyzed all attacks hit the target automatically!]

TREASURE

+3 Dagger lies amid the other discarded weapons.

1 Grell [AC 16 (metal cover), HD 10+10, HP 55, #AT 2, Hit +4 (All), Dam Tentacles 7 (1d10+2), Beak 7 (2d4+2), Multiattack, Constriction/Poison (if struck by a tentacle the target must make a DC 11 Constitution save or be paralyzed with poison for 1 minute. Also, once struck, the target is grappled and must make a DC 15 escape save to get free)]

Trap A:

Lava Sprayer! This is a nasty trap, and the door itself reveals that the room is actually a trap because of slight pitting around the floor [Detect Traps standard] [DC 17]. If the door is opened, a jet of lava is spewed out of a nozzle at the back of the ten-foot chamber at all standing nearby the door. Damage is 10d6 with a saving throw versus breath weapon for ½ [DC 20 Constitution].

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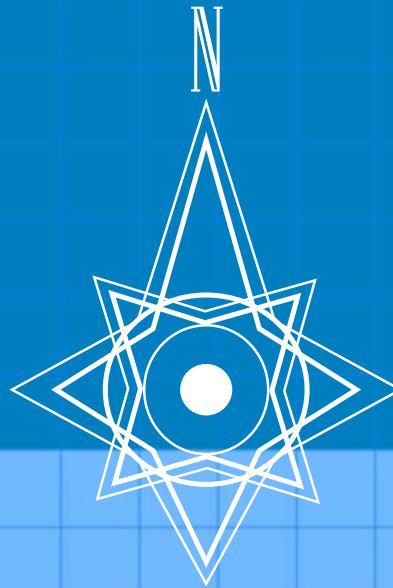
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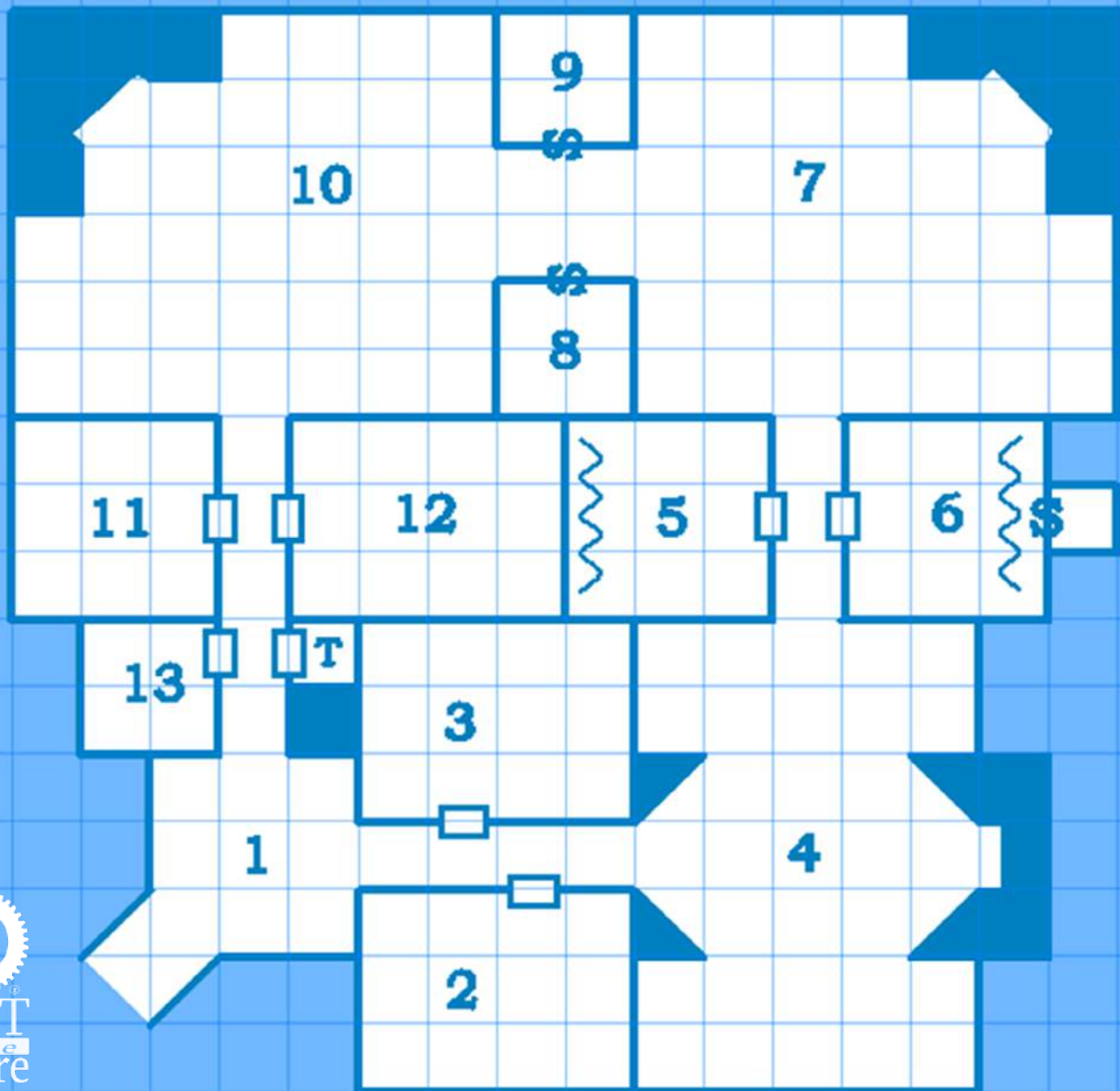
Brian 'Glad' Thomas

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THE FOLIO



●	Balcony Post
□	Door
-S-	Door, Secret
■	Fireplace
□	Privy
▤	Stairs
- - -	Wall



THE FOLIO

Folio Module ROS5

Deep Dive in the Flooded Halls!

An Adventure for Characters Levels 8-10



Folio Module ROS 5 Deep Dive in the Flooded Halls!
by Scott Taylor and Mark Timm

17 Level 4

17 Level 2

17
Level 3

Level 4

Level 3

level
1

NM10

SECRET DOOR

HTDPEN DOOR

TRAP

Part Five of The Roslof Campaign Standard Dungeon Expansion Levels 8-10

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Folio Module ROS5

Deep Dive in the Flooded Halls!

An Adventure for Characters Levels 8-10

Campaign Background

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 an extended period 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 Notes & Suggestions

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 Aldenmier

By this point, House Aldenmier 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 Aldenmier 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 pg. 56 & 57 of the Dungeon Masters book. (I suggest mimicking this in 5E if you have that book as 5E does not provide such a list in their Dungeon Masters book.)

7. Combat

Again, in 1E this is explained on pg. 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 pg. 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 & Threads Adventure Seed

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.

New Monster:

WIZARD

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

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 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 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.

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.

'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.



Player's Introduction

This dungeon was of course initially designed by Mithelvorn 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, as this is more a guide to the story arc that should be well entrenched in the DM's hands by now.

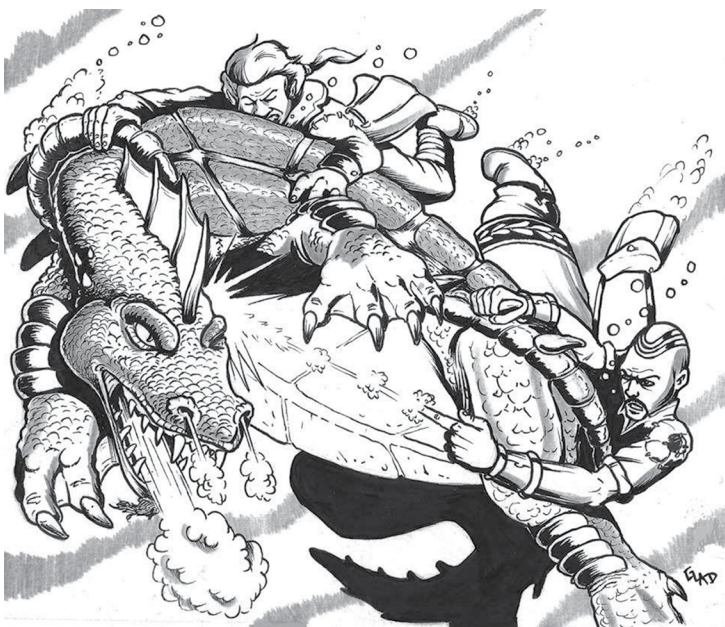
Also, again you'll find that magical treasure begins to grow scarce. Whether this can be attributed to the Infernal Machine getting nervous and not further equipping players to help defeat it, or that after the magic that has been encounter in the first four modules in this series as being deemed 'enough' 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 straight forward 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.



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 (DC 18 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 small 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.

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 DC 18]. 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

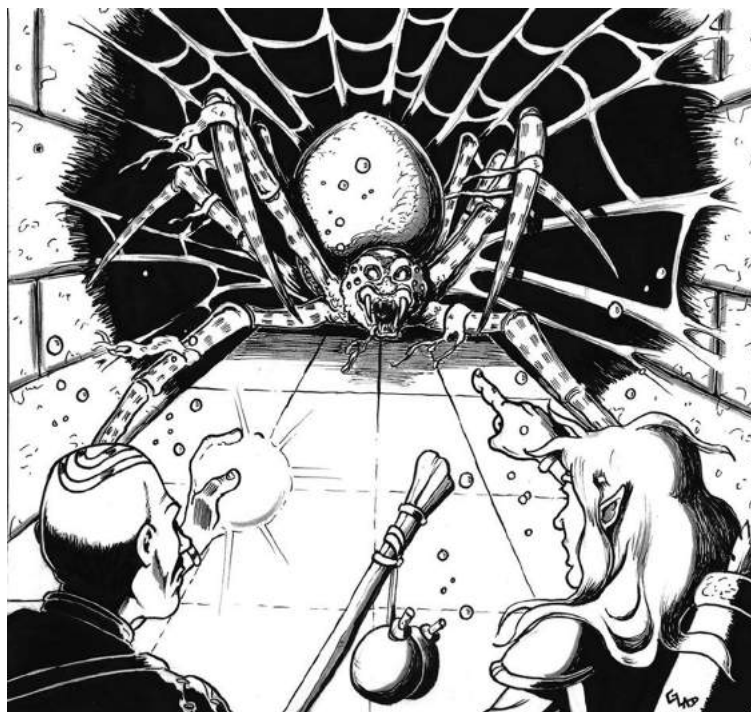
[Greater Healing] lies beneath the maiden statue.

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 the victim 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 (save 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 (17,000 GP total value).

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 (DC 13 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 +3 dagger that glows blue along the edge and provides ambient light.

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.

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 GP of loose treasure lie at the bottom of this chamber along with a +5 Two-handed, 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 (DC 23 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)]

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.

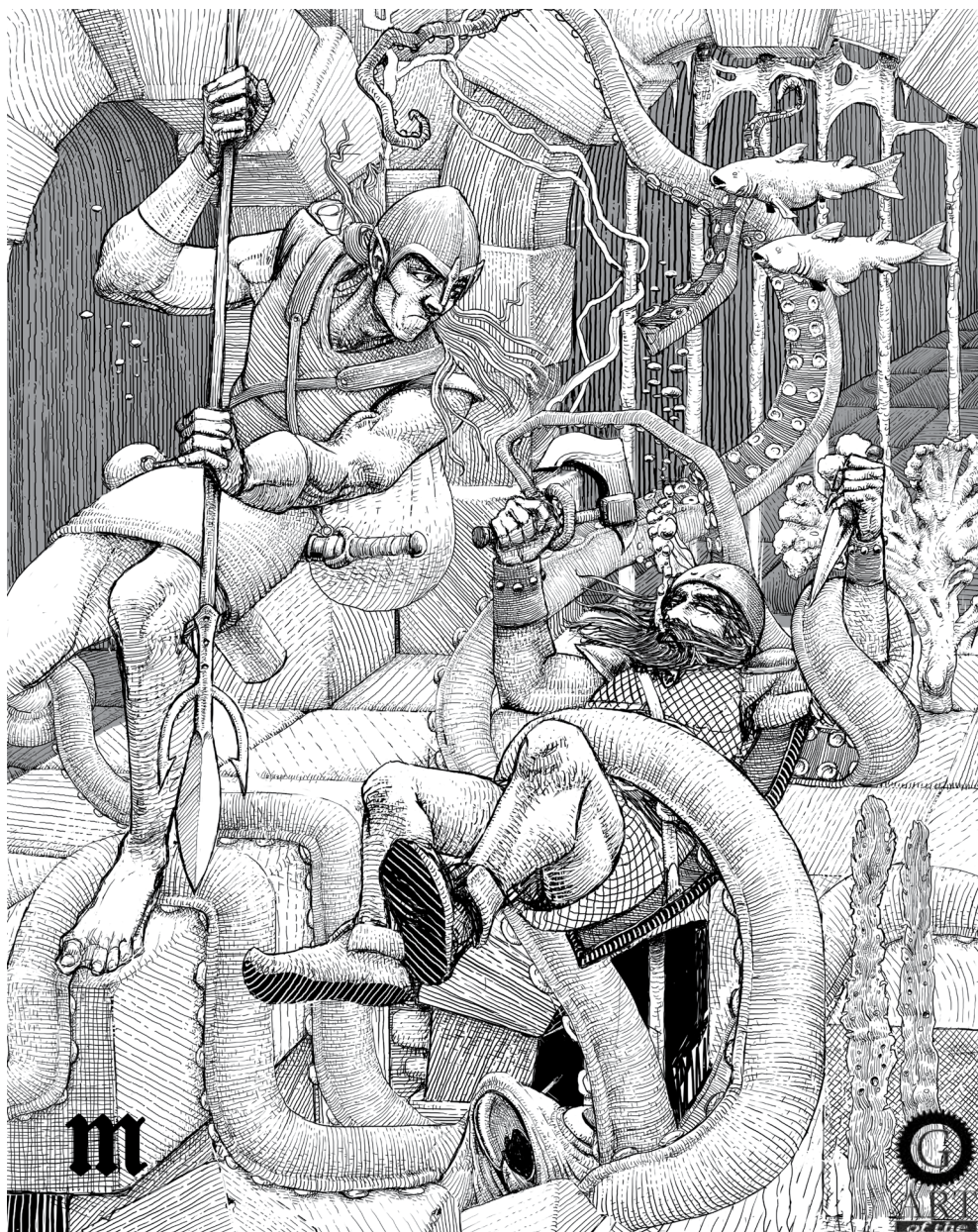
Within the sphere, 5 giant marine spiders await prey, sticky strands of silk hindering the party as they move inside with a negative 2 to all 'to-hit' rolls.

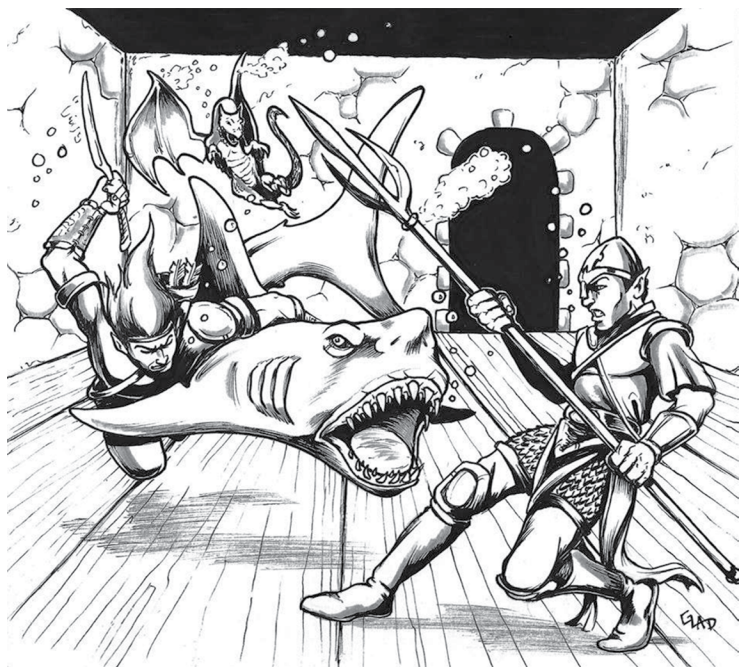
5 Giant Marine Spiders [AC 4, HD 7+7, HP 49, #AT 1, D 3-12, Poison (save versus poison or paralyzed 1-12 turns)]

TREASURE

A large gem (1,200 GP) 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.

Note 2: A secret door has been set into the south wall of this chamber [DC 15 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 farther into the depths of the labyrinth.

Trap 1

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)].

Trap 2

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 [DC 19 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)].

Trap 3

Steam Trap, see above.

Trap 4

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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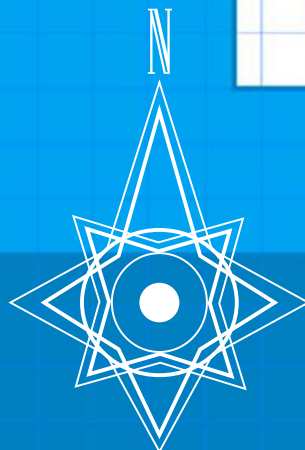
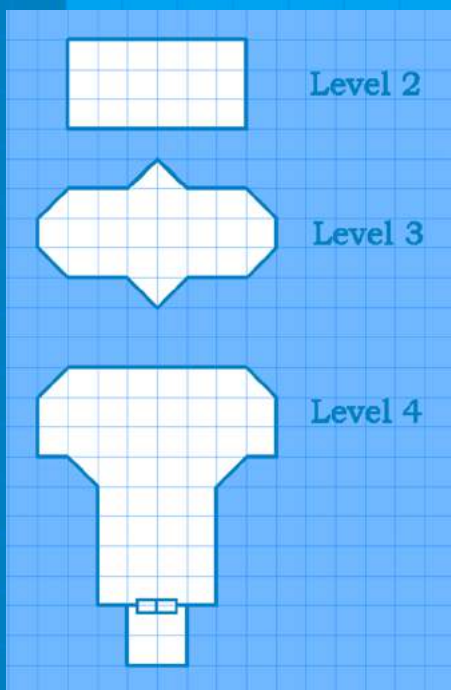
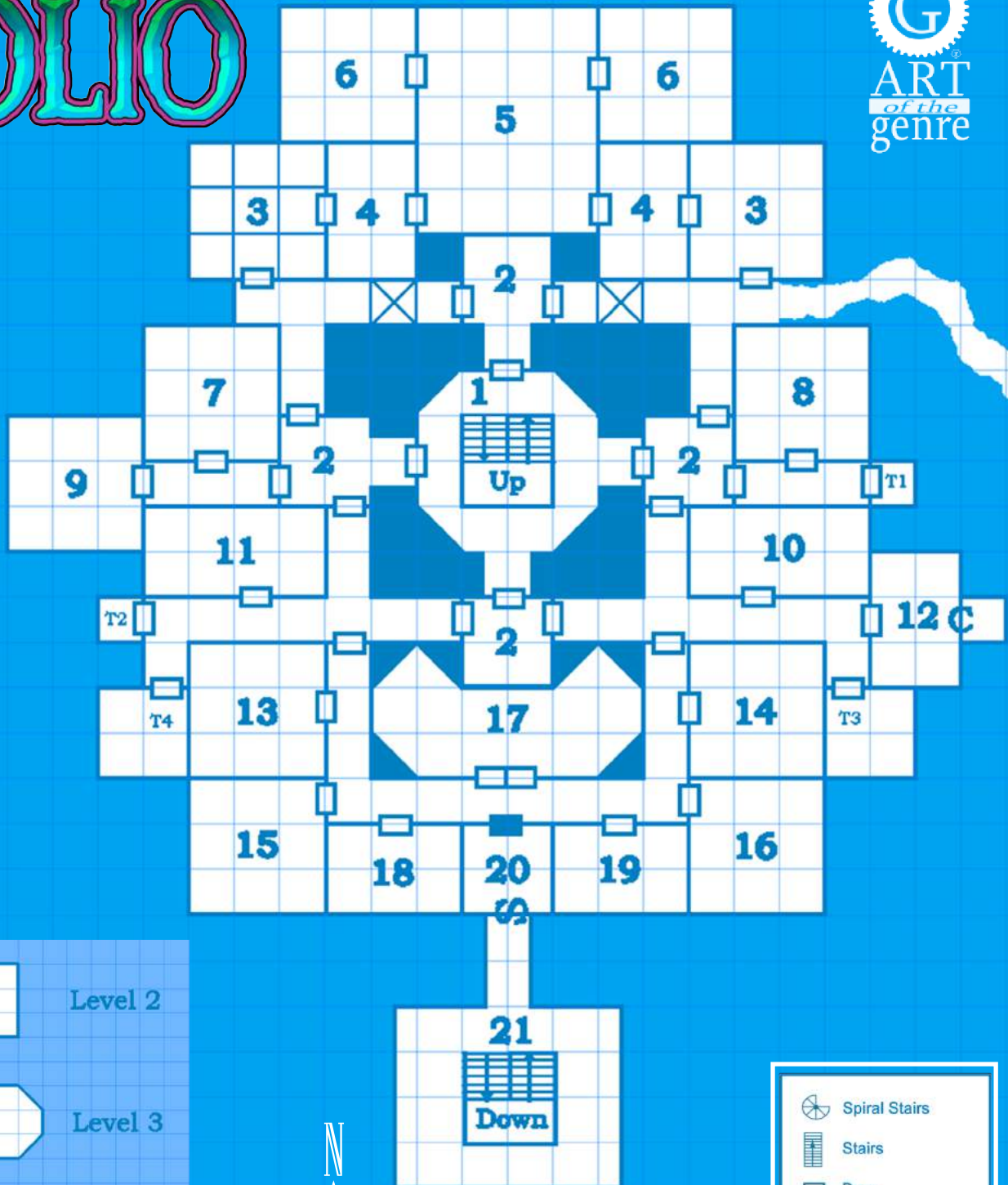
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THE FOLIO



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

ROS5.5

Bonus Module

THE FOLIO

Mini-Module



ROSLOF KEEP CAMPAIGN

The Mithel Company Champion

Mini-Module ROS5.5

by Scott Taylor

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.



Dungeon Master Notes & Suggestions

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 they 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 DM.

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 Sens

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 DM, 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 perspective 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 DM concerning some impending fate of the character or someone cared about. At this point in the campaign, the DM 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 have drawn (yes, more than the Mithel Champion are allowed to draw), the elf will put the deck away and excuse herself, slowly turning immaterial and disappearing from sight.

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 [**DC 18 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 DM 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 cacophonous 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 elfen 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 DM'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 DM. 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.'

Scoring

Now, as the DM 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 DM 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 DM knows the winner, they can have the Mithelvarn hologram announce the name and afterward all will again be teleported 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 DM 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.

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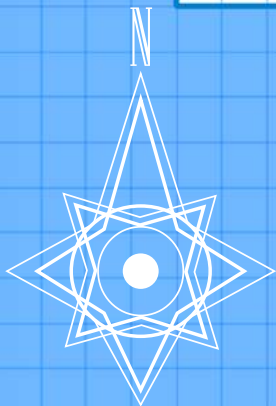
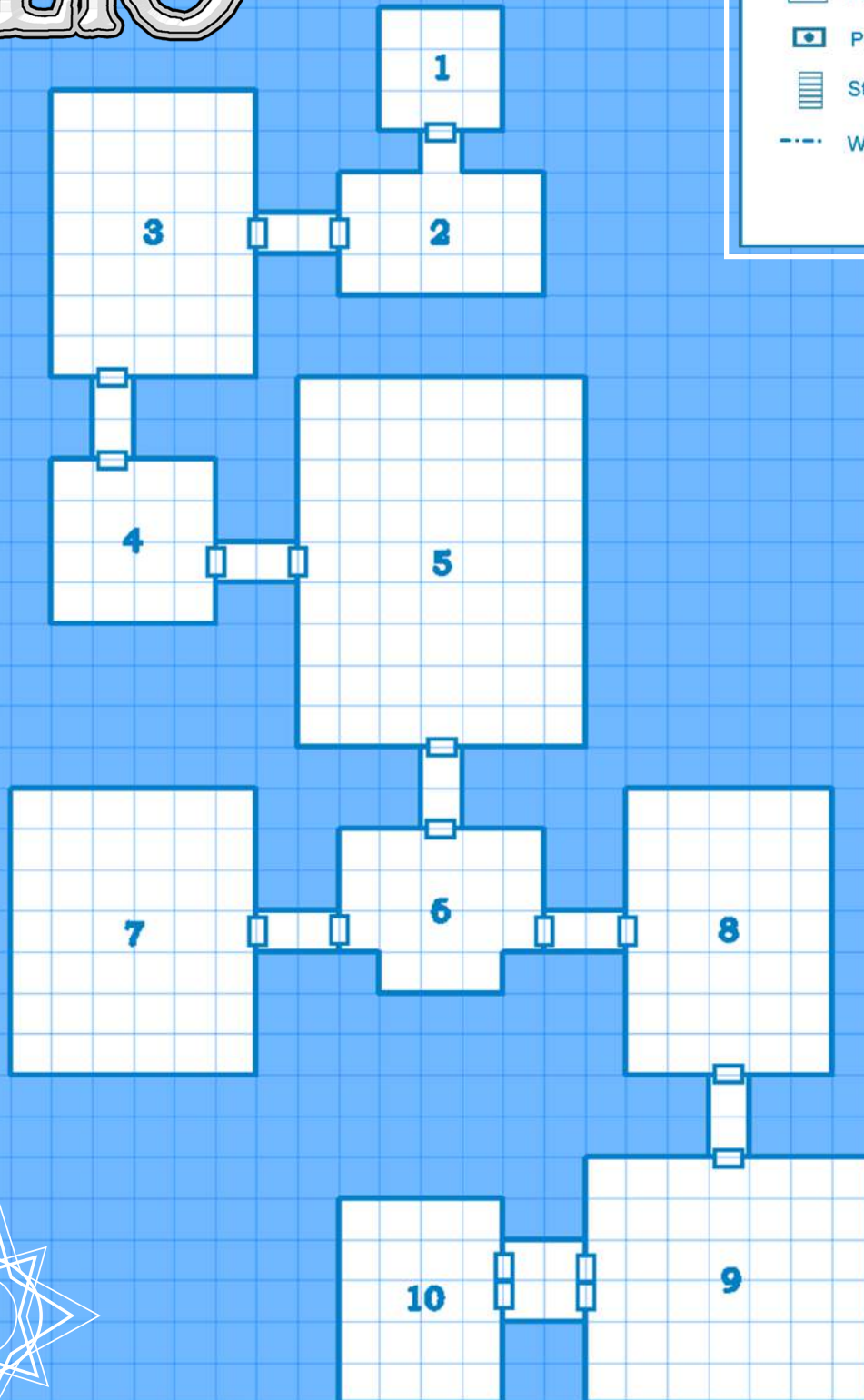
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THE FOLIO

- Balcony Post
- Door
- S- Door, Secret
- Fireplace
- 👁 Privy
- ▤ Stairs
- - - Wall



THE FOLIO

Folio Module ROS6

Realms of Madness and Despair!

An Adventure for Characters Levels 10-12



Folio Module ROS 6 Realms of Madness and Despair!
by Scott Taylor and Mark Timm

Final Room
The Lair of the Psionic Devourer!

The Madness and Despair



The Chaotic Abode of the Mad Jester



Final Room
The Temple of the Dark Fey Priestess



- 5 SECRET DOOR
- 0 HIDDEN DOOR
- 1 TRAP

The Ivory Scimitar has almost done the impossible, clearing five levels of Milithvarin's Dungeon, but now the final challenge awaits in 'The Realm of Madness and Despair'. Can they face four unique micro-dungeons and bosses to finally gain access to the Infernal Machine and the seed of its power?

The Hall of the Frost Giant Yarl

Part Six

The Roslof Campaign of Standard Dungeon Expansion Levels 10-12



Folio Module ROS6

Realms Of Madness and Despair!

An Adventure for Characters Levels 10-12

Campaign Background

Dealing with the Final Floor

In reality, the word 'floor' is a misnomer. Level 6 of Mithelvorn's Labyrinth is really a collection of four distinct 'realms' that exist in their own pocket planes below level 5. To reach them, the Ivory Scimitar must be in possession of four Mithel Standards, one for each realm. Only by having them all can they hope to finally defeat the Infernal Machine and bring order to the madness and corruption that has taken over Roslof Keep.

Each of the four 'realms' will be opened with a Mithel Standard and the Ivory Scimitar will then be required to clear the realm and gain access to one of the four keys needed to open the final room that holds the Infernal Machine.

Once complete, the characters will be faced with a last decision, destroy the machine or reset it and leave the dungeon as it was upon their first entry. This is the final story for the characters, and the choice will not be an easy one, especially considering all they went through to get here. As always, the outcome is up to the players and the DM, so good luck with it, and I hope that it works well within the story framework that you've already developed.

I've also included a couple of 'swarm' monsters in this dungeon, so I'll repeat my home brew swarm rules that were first detailed in the ROS3.5 mini-adventure, Dire Run to House Fleetwood!

Swarm

Some creatures in this adventure are designed with the idea of swarm attacks from lesser foes. To accomplish this, I've incorporated 'swarm' rules from 3E (and 3.5 & Pathfinder) into 1E rules. Remember, 5E has its own rules on swarms, and they act more like standard monsters. You may use these new 1E rules if you wish, or instead create base $\frac{1}{2}$ HD monsters and attack characters accordingly, although I feel this will slow the game down a great deal. The following rules should be employed if using creatures designated as a swarm:

1. The swarm always hits, causing damage to every opponent in its area of effect. The only exception to this rule is if the swarm consists of something larger than insects and the target is covered in plate armor with helm. Then, they are considered immune to damage, although the DM may choose to limit the target's movement or even have a larger creature swarm begin pulling the armor off the target (ala a zombie attack), thus making them vulnerable.

2. Swarms do damage according to their current HP total as compared to their maximum HP. This is calculated by dividing the total HP by 4, then reducing the damage dice by $\frac{1}{4}$ each time the party does the number of damage indicated by the divisible. Example: A rat swarm has 40 total hit points. Thus, by dividing by 4, the swarm is considered to be reducing its damage dice by 1 each time the swarm loses 10 points of damage. The party's fighter hits the swarm for 12, thus, instead of doing 4d4 damage on its next attack, the swarm would do 3d4 damage to all targets on subsequent rounds.

3. Swarm area of effect is also reduced by $\frac{1}{4}$ each time appropriate 'divisible damage' is dealt to it.





4. If players want to defend someone (in this scenario let's say they are magic-users) against a swarm attack, they can do so by doubling the damage they are taking each round. This is only possible, however, on swarms made up of larger creatures, as shielding from insects would not be possible.

Dungeon Master Notes & Suggestions

1. The Room of the Infernal Machine

This is the heart of the dungeon, and therefore has a long description in the dungeon text. However, it should be laid out here that this is the culmination room and that all players should be congratulated for getting here. Access to this room is no small feat!

2. The Four Keys

There are four keys, one placed in each realm, and they must be used to enter the Room of the Infernal Machine. Being a fan of the old board game Dark Tower, I suggest making each key unique and that it must be placed in a special order to open the room. If the party fails to put the keys in correctly, a random nasty monster appears and tries to kill them (DM's choice on monster). In this fashion, you still build tension before the final room is opened. Also, if a standard is removed before all four rooms are cleared, the collected keys disappear from character's inventory and new ones must be acquired from each realm.

3. Using the Mithel Standards:

To use a Mithel Standard, it must first be carried into the dungeon. This is tricky since each standard is 'locked' upon entry. However, once the Ivory Scimitar has access to level 6 (by clearing level 5), their standard will appear in their hands and can be carried with them to their final destination. (This should happen after completion of level 5, probably on the stairs to level 6, so you can have it appear in this module without a problem.) That said, the Ivory Scimitar will still need three other standards if they are to complete this quest. One will likely come from the Gilded Lancers as their standard currently lies in room 21 on the third floor of the dungeon and might have already been recovered by the players. Another standard will likely be from the Company of Chaos that will have been lent to the Ivory Scimitar

by House Fleetwood. (This will have to be negotiated, but should be allowed.) The final banner will have to come from another established Mithel company, either by defeating them (the Men of Iron perhaps) or by negotiations (any of the other companies). Once acquired, each standard can be locked into a specific realm 'hole', and then the Ivory Scimitar can enter at will. The use of a single standard is allowed, but once it is removed, the realm that was cleared 'resets' (as do the keys collected in each room), and then the players will have to clear it all over again, thus, you need all four in place to succeed in getting to the Infernal Machine.

4. The Attack of the Gilded Lancers

The doppelganger company is likely to attack the Ivory Scimitars once they have completed a single realm and then fallen back to the entry vestibule. It is the best choice of place for an attack, and since the doppelgangers don't actually have a Mithel Standard, they cannot chase players into the actual realms, so they will hope to end the Ivory Scimitar's run at the entry point. Stats for the Gilded Lancers will need to be created by the DM, as again, character's strengths at this point will be all over the chart, so the DM should know best how to press them.



5. Moving from Realm to Realm

Going from one realm to another will be fairly easy assuming you have four different Mithel Standards. Like the dungeon entry, a standard becomes 'locked' in place once it is put into the 'hole' corresponding with a realm. That realm is then considered 'open' and can be entered and exited at will. The players will probably end up deciding to use the entry vestibule as a home base as they attempt to clear each realm as it will be open and without threats (save for the Gilded Lancer attack).

Overall Story Arcs & Threads Adventure Seed

Party Must Defeat level 6 to gain access to the Infernal Machine; in this scenario, the Infernal Machine has one last ace up its sleeve, that being the false company of the Gilded Lancers. Perhaps suspected, but probably not yet fully realized, the dark fey priestess Ilyandra has long ago destroyed the true Gilded Lancers and replaced them with a false company of greater dopplegangers. This fake company will be the wild card that comes to destroy the Ivory Scimitar at some point during the final level, thus revealing that they are not who they were supposed to be and that their Mithel Standard is also 'in the wind'. That standard will be one of the key elements in the Ivory Scimitar's completion of the Roslof Keep Campaign.

The Infernal Machine

As noted in earlier volumes, the Infernal Machine is currently 'broken', and like your wireless internet router, needs to be reset by pulling the plug. Players will need to make the decision to either pull the plug permanently and collect their treasure, or simply reset the system so that Roslof Keep and the surrounding lands continue to benefit from the magic Mithelvarn used to collect monsters and keep them from destroying the provinces (more on this in the dungeon booklet).

Once reset, the Infernal Machine will repair the damage it has caused (eliminating the Corruption and clearing the water from the 5th level of the dungeon), and communicate with the party in the voice of Mithelvarn himself. The fey will offer to grant some 'boon' for each party member, think of this as a limited wish, and also congratulate them for solving the mystery of his creation. He will also ask that they keep the secret to themselves as it is more effective for the dungeon to be a mystery for those seeking to make their name within it.

Anything else relevant to your personal campaigns can also be resolved here, and you as the DM have the power to do as you choose when speaking and helping the players concerning their victory.

The False Company of the Gilded Lancers

I'm not going to stat this company, because at this point each personal campaign will be vastly different in level, magic, and player experience. It is my suggestion to the DM that the Gilded Lancers 'mirror' the party, perhaps stealing their AC, HD, HP, and magic before the fight. Certainly, the DM can make the Lancers a heavy fighter company as shown in the images depicting them, but that might limit their ability versus magic-users, so I'd suggest at least mirroring the company spell casters in some way.

New Monster: CANDON [LIZARD FOLK]

Chaotic Neutral

Armor Class: 5 (scales)

HD: 4+4

Hit Points: 28

Move: 9"

No. of Attacks: 3

Damage/Attack: 1-4/1-4/ 2-8 (claw, claw, bite)

Special Attacks: None

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Candon [AC 15, Speed 30 ft, HD 5, Attack: 1, Hit +4, Damage Claws 5 (1d6+2) Bite 6 (1d8+2), Multiattack]

Candon with greater HD, those above 8, gain access to the Wizard ability Afterglow Manipulation. This ability, however, is limited to d4s instead of d6s, and can only have total dice equal to ½ the candon's HD.

Player Character Notes: In conjunction with the above special abilities, candon are to be considered human for level development.

[Medium Affinity Water]

5+ foot tall 'lizardmen' with alien-like heads, scales, and all that goes with it. They have long ago moved into swamps, marshes, and secluded rivers where their medium water affinity makes them hard to pursue or fight. They don't hold a dedicated connection with Afterglow, having never studied it like Wizards, but sometimes shaman in the culture have a way with magic not seen in other races. Many are known to court feathered serpents as pets, and some believe that the race has the ability to change the color of their scales as camouflage. In some tales they are mistaken as alligators, and their animalistic ferocity plays into this legend, but truly they are intelligent and wise. They are also rather long-lived, some sustaining a robust lifestyle as long as 150 years.

Developmental Notes: When I designed Wizards, I knew I needed two more water races to go with them. One I wanted to be the more mundane human-like version, but the other I knew I could have more fun with. Having always been intrigued by Jeff Dee's lizardman in the TSR Rogue's Gallery, and having played a couple of lizardmen over the years, I decided to make a version of the classic race that had a bit more bite to it than what you find in D&D. Thus, I created the candon, and I've had fun using them in my fiction, as have other authors.

'He could smell the ocean at low tide, the stink of it causing his nose to twitch as the reptilian eyes studied him. The creature, near the size of a man, slid over the rail and rested on two bent rear legs, short arms held out for balance as the thick tail flopped down behind.'

The Gun Kingdoms, pg. 29.



Player's Introduction

There is no doubt that as I looked over the final level of Mithelvarn's Dungeon I was shaken with the lethality of it. That said, I give DMs the absolute right to adjust my creations here in any way they like as campaigns to this point could have evolved beyond what I had envisioned, both to the positive and the negative.

The design revolves around a lone entry point, a square chamber roughly forty feet by forty feet with large circular runic designs set into each of the four walls. Characters will enter the chamber from a stair that descends from the ceiling and notice that just like the dungeon entry, there are four 'shaft holes', one set before each of the runic circles. These are for the placement of Mithel Standards.

Characters must place their Mithel Standard (and the other Mithel Standards they hopefully have in their possession) into each of these holes where it will become 'locked'. Locked Mithel Standards will then allow entry into one of the four realms that must be cleared before access can be gained to the chambers of the Infernal Machine.

Once a realm is cleared, the Mithel Standard can be removed, however if removed, the key acquired from that realm will disappear from the character's inventory and the realm will reset! This means that to clear all four realms, and receive all four keys, the characters must have four Mithel Standards in place at one time!

If all the keys are collected, a pillar will rise from the floor of the entry room that has a place for four keys. This is a riddle of sorts, as each key must be placed in a particular lock, and if any key is out of place, a monster will appear and attack the party (to be determined by the DM).

When the final combination is put in correctly—Position 1 Top (Brass), Position 2 Middle Upper (Silver), Position 2 Middle Lower (Platinum), Position 4 Bottom (Gold)—a portal will open that leads into the chambers of the Infernal Machine (detailed at the end of this booklet).

One other huge thing of note. After the Ivory Scimitar has cleared level 5, on their next entry to the dungeon, the Mithel Standard will be repulsed from the dungeon entry hole (remember, they will also know something is 'up' because the standard appeared in their hands once they hit the stairs to level 6). Thus, they will be allowed to enter the dungeon with it! When this happens, the Mithel Standard will throb in the hand of the person carrying it, and she will hear a voice in her head asking, 'To which level do you desire?' At that point, they can go to the entry position (stair room) of ANY dungeon level. It was in this fashion that the Gilded Lancers got to level 6 AND how they lost their Mithel Standard which was deposited on level 3, room 21.

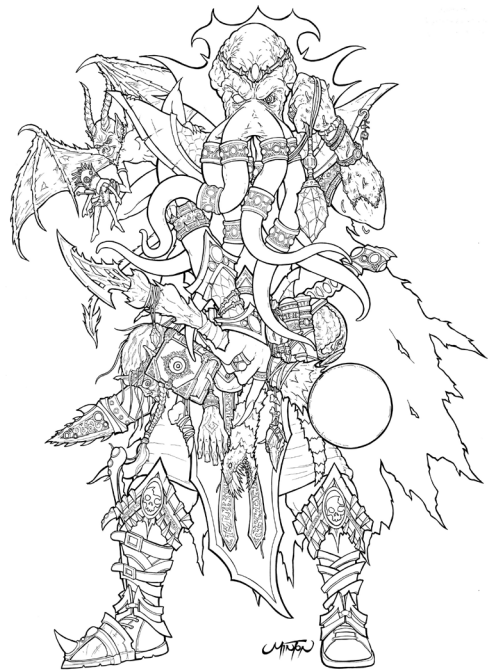
All 'grey blocks' are for 5E conversions in this section.

Realm One The Lair of the Psionic Devourer!

Room 1:

Lights flash before your eyes as a chamber of unknown size fades into darkness around you. The smell of sulfur is thick in the air and mixes with a seed of sweet rot that brings bile to your throat.

Here is the entry to the lair of the psionic devourer, a cephalopod humanoid that is known to cobble pieces of its victims into its own body after eating their brains. Four chambers lie off the entry via hallways, and a massive set of adamantine double doors block entry into the psionic devourer's true lair.



Four emeralds, each carved into the likeness of a squid, are kept within the four antechambers and must be collected before entry through the double doors can happen as there is no keyhole or lock. If all four emeralds are brought within 10' of the doors, they will open.

Room 2

The darkness within this chamber holds the sweet smell of rotting flesh as several shadowy figures shamble toward the door. Behind them, shining in the gloom, is an emerald cut into the shape of an octopus that rests atop a small pillar.

A gang of 12 enhanced brainless zombies moves to attack any living thing that enters the chamber. They are like standard zombies, only infused with more necromantic power.

12 Enhanced Brainless Zombies [AC 3, HD 6+6, HP 42, #AT 3, D 1-6/1-6 (Claws) + 1-8 (Bite), *Turned as 'Special']

TREASURE

None

12 Enhanced Brainless Zombies [AC 18, HD 11+33, HP 82, #AT 2, Hit +6 (Claw & Bite), Dam Claw 8 (2d4+3), Bite 6 (1d6+3), Multiattack]

Room 3

Four large round nests, each the size of a full-grown man, hang in the four corners of the chamber. Each is illuminated by yellowish florescent lichen that grows on the exterior shell.

Inside, two large stirge swarms* are ready to burst forth and drink the party dry.

2 Stirge Swarms [AC 10, HD 8, HP 80, #AT (*), D 2-8, Blood Drain (Does an extra point per swarm current HP/10 each round), (Starting Area of Effect: 40') *Attacks and hits everyone in area of effect.]

TREASURE

None

2 Stirge Swarms [AC 10, HD 16d10, HP 80, #AT (*), Hit --, Dam 2 (2d8), Blood Drain (Does an extra point per current swarm HP/10 each round), (Starting Area of Effect: 40') *Attacks and hits everyone in area of effect]

Room 4

Refuse piles, easily three feet deep, cover the entire floor of this chamber save for the central pedestal holding an emerald cut in the design of an octopus.

Inside the refuse pile, swarms* of rot grubs await a fresh feast.

4 Swarms of Rot Grubs [AC 10, HD 6, HP 60, #AT 1, D --, Burrow Into Flesh (After a successful hit, a character will die in 1-3 rounds as grubs drill into the heart. Only a cure disease (at any time) or flame (1-6) applied in the first round to the wound will stop the final result.)]

TREASURE

None

4 Swarms of Rot Grubs [AC 10, HD 6, HP 60, #AT 1, Hit +5, Dam --, Burrow Into Flesh (After a successful hit, a character will die in 1-3 rounds as grubs drill into the heart. Only a cure disease (at any time) or flame (1-6) applied in the first round to the wound will stop the final result.)]

Room 5

A lone figure, small and tan-scaled, sits atop a 10' pedestal in this chamber. Upon its chest is an emerald pendent in the shape of an octopus and several arcana swirl around the figure in a kind of globe.

Here, a kobold arch-magi is ready to do battle to the death with the party.

Kobold Arch-Magi [AC 0, HD 14, HP 28, #AT 1, D (By Spell), Defensive Matrix (Has the spells Shield, Protection from Normal Missiles, and Globe of Invulnerability up around him), Spells (Lightning Bolt, Fireball, Chain Lightning, Magic Missile (5 Missiles), Web)]

TREASURE

Ring of Protection +3

Kobold Arch-Magi [AC 20, HD 14+28, HP 84, #AT 1, Hit --, Dam (By Spell), Defensive Matrix (Has the spells Shield, Protection From Energy, Globe of Invulnerability up around him), Spells (Lightning Bolt, Fireball, Chain Lightning, and Magic Missile are his favorites, and Web to keep people away from his pedestal). He has the following spell slots for 'casting up': 4/3/3/3/2/1/1]

Room 6

The doors swing wide to reveal a dimly lit chamber replete with a bone throne and tapestries made of human skins. Here amid the macabre reverie is seated the psionic devourer Alsteb the Heinous, Purveyor of Suffering.

Alsteb is a horrible creature bound to consume brains and revel in the putrescence of rotting flesh. He has attached two dark artifacts from a lich to his person, a worm-ridden Hand of Death, and a yellow-white Eye of the Unkind.

Alsteb [AC 0, HD 18, HP 108, #AT 4, D 2 (Tentacles), Psionic Blast (4-24 + Stun 1-4 rounds), Extract Brain (If all four tentacles hit, target will have his brain extracted in 1-2 rounds.), Hand of Death (MR 72%), Eye of the Unkind (Fear -4 save versus spell)]

TREASURE

Brass Key, Hand of Death (must be attached to living flesh), Eye of the Unkind (must replace a normal eye)

Alsteb [AC 19, HD 18+18, HP 90, #AT 1, Hit +7 (Tentacles), Dam Tentacles 15 (2d10+4), Tentacles (Medium or small is grappled (escape DC 15) and must make an Intelligence save DC 15 or be stunned until grapple ends), Extract Brain (55 (10d10) damage each turn to a grappled target), Mind Blast (DC 15 Intelligence saving throw in 60' or take 22 (4d8+4) and be stunned 1 minute), Hand of Death (If saving throw is made versus spell, no damage is taken), Eye of the Unkind (DC 18 Wisdom check or be under the effect of Fear), Magic Resistance (advantage on all saves versus spells)]

Realm Two

The Temple of the Dark Fey Priestess

Room 1

A massive hall stretches into violet darkness before you. At your feet the bones and armor of a dozen men lie in ruin, and to your right and left open hallways lead into darkness.

This is the grand entry of the dark fey priestess, Ilyandra. She awaits the party in room 10, behind an impenetrable adamantine door. The door can only be opened by placing an eight piece spider pendent into a hole in the front, those pieces being found in rooms 2-9.

Also, the bodies and armor, if inspected, will reveal they are from the original Gilded Lancers, killed by Ilyandra and replaced with dopplegangers over a year ago.

Room 2

This square room is cast in shadow, six lithe figures coming to life upon entry.

6 Dark Fey Males [AC 2, HD 8, HP 48, #AT 1*, D 2-16+4, Twin Rapiers (either both hit or both miss), Poison (First strike from any blade is poisoned, and a missed save causes 1-10 extra damage.)]

TREASURE

12 +2 Rapiers, 6 +2 Chain Shirts

6 Dark Fey Males [AC 18, HD 11+22, HP 71, #AT 2, Hit +7 Rapier, Dam Rapier 7 (1d6+4), Poison on first strike is DC 13 Constitution save or take 10 (3d6) each round until save is made.]

Room 3

A wall of webs pulls away from the doorframe as you enter the room. The area is thick with webs from floor to ceiling, only tunnels about the size of a medium dog twist through the area.

7 giant spiders have their nests within the webs.

7 Giant Spiders [AC 4, HD 4+4, HP 28, #AT 1, D 2-8, Poison (save versus poison or die)]

TREASURE

None

7 Giant Spiders [AC 14, HD 4+4, HP 26, #AT 1, Hit +5, Dam Bite 7 (1d8+3), Poison DC 18 Constitution save or take 50 (10d10)]



Room 4

You are greeted by a horrific belch, a massive ogre with a massive spiked maul and a flashing red ring rises from his seat as if to do combat.

This is Krunn the ogre lord, Feller of Giants, and he is prepared to do combat as only his kind can, which means with a lot of heavy blows!

Ogre Lord [AC -1, HD 14, HP 84, #AT 3, D 1-10+8 (Maul), Maul is a +2 weapon, Ring of Protection +4]

TREASURE

Maul +2, Ring of Protection +4

Ogre Lord [AC 21, HD 14+28, HP 112, #AT 2, Hit +11 (Maul), Dam 17 (2d8+8), Multiattack]

Room 5

Darkness, heavier than anything natural, lurks within the door of this chamber, completely obscuring your vision of its contents.

Inside, a small cadre of dark fey assassins has perpetrated a Continual Dark spell and are waiting to strike the party with sneak attacks featuring deadly poison.

4 Dark Fey Female Assassins [AC 2, HD 10, HP 60, #AT 1, D 1-4, Assassination (see assassination table (I.D.2) in DMG pg. 75)]

TREASURE

4 +2 Daggers, 4 Rings of Protection +2

4 Dark Fey Female Assassins [AC 18, HD 17+34, HP 119, #AT 2, Hit +7 Rapier, Dam Rapier 7 (1d6+4), Poison on first strike is DC 13 Constitution save or take 10 (3d6) each round until save is made. Assassinate (advantage on attacks of surprise, any hit is a critical hit), Death Strike (DC 16 Constitution save by target or you do double damage to a surprised creature), Multiattack]

Room 6

A huge mass of hairy legs and black eyes swarms forth as you open this door. The spiders, for that is surely the only thing they can be, are nearly pony-size and hiss as they come forward.

Four giant wolf spiders pounce on any enemies that enter the room.

4 Giant Wolf Spiders [AC 2, HD 10, HP 60, #AT 1, D 1-10, Poison (save versus poison at -4 or paralyzed)]

TREASURE

None

4 Giant Wolf 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 7

This chamber is covered in a thick layer of green/grey slime that bubbles and oozes as the door slides open. On the far wall from the door, amid the long dripping strands of goo from the ceiling, a lone coffer rests in an inset in the wall.

A giant green slime has completely vested itself in this chamber making it impossible to traverse without becoming a victim to its attacks.

1 Giant Green Slime [AC 9, HD 20, HP 120, #AT 0, D Turns victims to green slime in 1-4 rounds, Vulnerability (cold, fire, cure disease will do 50 points of damage)]

TREASURE

None

1 Giant Green Slime [AC 11, HD 20+20, HP 140, #AT 0, Hit --, Dam Acid 21 (6d6), Engulf (DC 16 Dexterity saving throw per round in the room or get hit with slime)]

Room 8

The door opens to reveal a beautiful, demonic woman lounging on a canopied bed. Her eyes blaze and her finger beckons you forward as though inviting you to partake of whatever sweet fruits she has to offer.

Succubus [AC 0, HD 6, HP 36, #AT 2, D 1-3/1-3, Spell-like Powers: Charm Person, Etherealness, Suggestion (at will), Kiss (Drains an energy level), +1 or better weapon to hit]

TREASURE

Jewelry (6,000 GP)

Succubus [AC 15, HD 12+12, HP 66, #AT 1, Hit +5 (Claw), Dam Claw 6 (1d6+3), Charm (30' DC 15 Wisdom save or be charmed for 1 day), Draining Kiss (DC 15 Constitution save or take 32 (5d10+5), Etherealness (at will)]

Room 9

The clank of armor and the tension of bone and sinew tumble from the door in a cacophony of sound. Behind the now open portal, a cadre of skeletal warriors approaches, blades and shields ready as their baleful eyes blaze in the half-light.

10 Skeletal Warriors [AC 2, HD 9+12, HP 75, #AT 1, D 1-8+3, +3 to hit with all weapons, Magic Resistance 90% (including Turning!)]

TREASURE

10 +3 Ancient Longswords

10 Skeletal Warriors [AC 17, HD 12+60, HP 126, #AT 2, Hit +11 (Sword), Dam Sword 9 (1d8+5), Multiattack, Magic Resistance (advantage to all magical saves), Turn Immunity (DC 10 save versus being Turned)]

Room 10

The door gives way, the smell of tar and sulfur drifting out around your feet. Beyond, standing atop a low dais sized for a god, a half-naked dark fey stands before a massive serpent with wings spread wide.



**This is the abode of Mithelvorn's apprentice, Ilyandra the Black and her hybrid dragon Darpraxis. Ilyandra worshiped Mithelvorn like a god, although she also venerates other dark fey powers. She has spent years laying rune-patterns into the chamber's floor that she can channel her spells through. This means that ANY touch-only spells can be cast anywhere in the room at will. Her favorite spell is Harm [reverse Heal] which she can cast 4 times, and then there is Destruction [reverse Resurrection] which she can only cast once. She also has 3 Slay Living and 3 Cause Serious Wounds ready if needed.*

Darpraxis is one of Mithelvorn's older experiments and is a cross between a red and a black dragon. His breath weapon, a mix of acid and fire much like modern day napalm, will stick to objects and burn for another 1-4 rounds after the initial attack. Damage reduces by ¼ each round of burning. He is a brute and has no spells, preferring to breathe and then leap to attack with his talons and teeth. He is also a bodyguard of Ilyandra, and will follow whatever course is needed to protect her while she slays things at will. As a hybrid, Darpraxis looks like a black dragon in low light environments, but when in full light his scales turn crimson.

Ilyandra [AC -2, HD 18, HP 110, #AT 1, D --, Spells:

* (see description)]

Darpraxis [AC -1, HD 19, HP 116, #AT 3, D 1-8+12/1-8+12/3-30+6, Breath 116 Damage (Acid/Fire Mix)]

TREASURE Platinum Key

Ilyandra [AC 22, HD 20+40, HP 160, #AT 1, Hit --, Dam --, Spells: (Favorites include: Mass Harm (1), Destruction (2), Harm (2), Mass Cause Wounds (3)), Spell Slots: 4/3/3/3/3/2/2/1/1]

Darpraxis [AC 22, HD 28d20+252, HP 546, #AT 3, Hit +17 (2 Claw & Bite), Dam Claw 17 (2d6+10), Bite 21 (2d10+10), Tail (Hit +17, Dam 19 (2d8+10), Frightful Presence (DC 21 Wisdom save or be frightened for 1 minute), Acid/Fire Breath (DC 24 Dexterity save for ½ damage, 91 (26d6))]

Realm Three

The hall of the Frost Giant

Room 1

You appear inside a rectangular room with one open exit in the north wall. Hellfrost grips the walls of the chamber and a thin layer of ice coats the floor as your breath comes out in great plumes.

This is the entry for Realm Three. No enemies are currently present, but the icy floor causes a -1 on all attack rolls as well as worsening all AC by one.

Room 2

An epic hall stretches out before you, walls covered in ice, and the floor a sheet that reflects the light from your party.

The long hall is in place for a reason. At 50' into the hall, 2 frost giants will appear at the far end and begin hurling ice boulders at the party!

2 Frost Giants [AC 4, HD 10, HP 60, #AT 1, D 4-24 (Axe) or 2-20 (Rocks)]

TREASURE None

2 Frost Giants [AC 15, HD 12+60, HP 138, #AT 2, Hit +9 (Greataxe), +9 (Rock), Dam Greataxe 25 (3d12+6), Rock 28 (4d10+6), Multiattack]



Room 3

This chamber is shaped in an odd pattern and covered in huge sheets of white scale hide as well as fur. Two massive bears, perhaps some cross-breeding of cave and polar, rise in defense of a beautiful frost giant woman. Her body is clothed in white furs and heavy steel plates, blond braids falling from her horned helm, and a massive bow (more like a sideways ballista) is clutched in her hands.

This is the chamber of the Yarl's daughter. She will attack on sight, having her bears engage front line fighters while she fires at the spell casters in the rear.

Yarl's Daughter [AC 2, HD 12, HP 72, #AT 2, D 2-20 (Ballista Bolts)]

TREASURE Gems & jewelry (10,000 GP), 4 Potions of Extra-Healing [Greater Healing]

Yarl's Daughter [AC 17, HD 14+70, HP 154, #AT 2, Hit +11 (Ballista Bow), Dam 35 (5d10+8), Multiattack]



Room 4

Light glitters from the frozen walls of this large chamber, the reflection playing against the icy throne of a huge frost giant. At his side an axe the size of a wagon rests, runes carved in the surface, and before him an honor guard of three heavily armed and armored giants stand at the ready.

Yarl [AC 0, HD 16, HP 96, #AT 2, D 3-36 (Axe)]

Frost Giant Honor Guard [AC 4, HD 10, HP 60, #AT 1, D 4-24 (Axe)]

TREASURE

Silver Key, locked chest [DC 18]
containing 7,000 GP, 900 PP

Yarl [AC 20, HD 18+90, HP 198, #AT 3, Hit +15 (Greataxe), Dam Greataxe 40 (6d10+10), Multiattack]
3 Frost Giants [AC 17, HD 12+60, HP 138, #AT 2, Hit +9 (Greataxe) +9 (Rock), Dam Greataxe 25 (3d12+6) Rock 28 (4d10+6), Multiattack]

Realm Four The Chaotic Rhodé of the Mad Jester

This 'realm' is all about chaos, and the only way into each throne room of the Mad Jester is to speak the answer to the riddle in the chamber that corresponds to the throne room. These riddles can be found on monoliths in each antechamber. Once into a chamber, the Jester will appear on his throne, berate the characters, laugh, and then begin his 'game' to kill them all.

Room A:

You open the door to this roughly square chamber to reveal an empty room, save for a large black basalt monolith dominating the northwest corner. Upon its face, words have been etched.



I am not alive, and yet I move, a person, a monster, a lacquered buffoon with strings to carry me about.

The answer to this riddle is a puppet. Once that word is spoken, the characters will have access to room AD.

Room AD: (Lair of Puppets) –

This throne room is decorated in a checkerboard mosaic and dominated by a great throne with banners hanging behind it.

Nearly a dozen odd puppets, most the size of a halfling or smaller, run about the mosaic once the characters enter. They will protect the throne, and the Jester if he is present, but they will also hide and act generally creepy until the players show some kind of offensive attack.

10 Maniacal Puppets [AC 7, HD 9, HP 50, #AT 1, D 1-12 (Improved Weapons)]

TREASURE

None

10 Maniacal Puppets [AC 13, HD 9d12+36, HP 90, #AT 1, Hit +7 (Improved Weapons), Dam Any 9 (2d6+3)]

Room D

This chamber, roughly square, is empty except for a white marble monolith in the southwest corner. Words have been chiseled into its smooth surface.

Ring me, ding me, play a little tune, I am found on a fool's shoes and church's highest room.

The answer to this riddle is bells, and if that word is spoken, the characters may enter room AC.

Room AC: (Lair of Bells) –

Bells of all sizes, from great cathedral gongs to small hand-ringers lay about this chamber making a kind of bronze labyrinth. Amid the cacophonic maze, a brass throne, replete with bell embossed banners, overlooks the chaos.

Inside the hall, amid the hundreds of bells, are 6 constructs known as sonic gongs. They will begin chiming on the second round after the characters enter, their chimes sending shockwaves through the room causing damage to everyone. Characters must make a search roll of 1-2 [DC 18 Search] to discover each one and then destroy it. However, each gong will continue to chime every other round, so that means that every character will initially take 3-18 points per round (only three will chime each round to make a continuous onslaught of sound).

6 Sonic Gongs [AC 10, HD 9, HP 25, #AT 1, D 1-6 (Sonic Wave)]

TREASURE

None

6 Sonic Gongs [AC 10, HD 9+9, HP 63, #AT 1, Hit --, Dam Sonic 6 (2d6)]

Room C

The door opens to reveal a large chamber featuring a huge red quartz monolith in the northeast corner. Splashed in white paint upon its surface, a message stands out.

Ah what a world is that without me, all drab, all winter, all monochrome and bleak.

The answer to this riddle is color, and once the word is uttered the characters can enter room CB.

Room CB: (Lair of Colors) –

A menagerie of color hangs from distant rafters, silk strands in every color of the rainbow swish about the chamber in an unseen breeze. Rising like a mountain of mad pigment in the middle of the room is a bejeweled throne, light from above casting glittering rainbows all through the pillars of silk.

14 Strangling Silks [AC 10, HD 2, HP 10, #AT 1, D --, Strangulation (saving throw versus paralysis or a silk will wrap around the character's neck and asphyxiate them for 2-12 points per round). Magic detection (they can sense innate magic, and prefer to strangle magic-users, illusionists, and then clerics)]

TREASURE

None

14 Strangling Silks [AC 10, HD 2+2, HP 14, #AT 1, Hit +7, Dam --, Suffocation (victims can survive ½ their constitution score in rounds), Grapple (Considered to have a 20 Strength), Magic Detection (Can detect magic using creatures within 30')]

Room B

Within this room a monolith made of creamy jade stands in the southeast corner. Inlaid with gold across its smooth surface, a message stands out in the common tongue.

Alone on a face I can light up a room, warm a heart, or melt anger, yet I am not fire.

The answer is a smile. Once the word is uttered, the characters will gain access to room DB.

Room DB: (Lair of Evil Grins) –

A thousand smiles, all mad in some macabre fashion, leer at you from every surface of this massive chamber. Laughter, beyond the maniacal, echoes from the walls, and in the midst of the chaotic hilarity, a throne made of giant teeth and tusks stands triumphant in its sheer madness.

In reality, some of the painted teeth are 'alive' and act as spectral fangs attacking foes as they leap from the mouth paintings.

8 Spectral Teeth [AC 0, HD 4, HP 16, #AT 1, D 2-20, Ethereal Nature (cannot be attacked, save by force magic, until after they attack a target, and even then only for that round before they return to the ethereal plane.)]

TREASURE

None

8 Spectral Teeth [AC 20, HD 4+4, HP 28, #AT 1, Hit +8, Dam 15 (2d12+3), Etherealness (cannot be struck while on the Ethereal Plane), Incorporeal Movement]

The Jester is based off the Jester NPC class from Dragon Magazine #60 (1982) and reprinted in Best of Dragon V4. He strikes as a thief of the same level (19th), and has various special abilities. Still, in this scenario, I would say you use him in a great (and funny to him) game of cat and mouse between his various throne rooms. He will play at deception, confusion, and chaos, always falling back to his throne so that he can teleport from it to another throne to recoup a bit and then fight again.



Each throne has 8 Potions of Extra-Healing [**Greater Healing**] hidden in them [Find/Remove traps -25%] [**DC 20**] that he will use to heal up before the next encounter, and anytime the Jester comes in contact with the throne he can instantly teleport away. The only real choice for the players is to begin destroying the thrones [100 HP of damage] so that they can finally trap him in one of his rooms and destroy him for good, to which he will reply, *Ah...you are no fun anymore...* before expiring.

The Mad Jester [AC 2, HD 19, HP 95, Dam 1-8+10 (Battleaxe), Spells: (2/day) Charm Person, Hypnotism, Ray of Enfeeblement, Trip, Hold Person, Suggestion, Charm Monster, Fumble, Feeblemind, Hold Monster; (4/day) Mass Suggestion, Mass Charm, Otto's Irresistible Dance; Powers: Permanent Ventriloquism (as spell); Items: Wand of Wonder (53 charges), 7 Plasma Grenades (10d6 each, 15' radius, save versus death for ½ damage), Axe of Teleportation (on a successful hit, the owner teleports 15' in a direction of his choosing), Gauntlets of Ogre Power, +5 Ring of Protection]

The Mad Jester [AC 18, HD 19d6+36, HP 93, Hit: +10, Dam Battleaxe 12 (1d8+8), Spells: (2/day) Charm Person, Hypnotism, Ray of Enfeeblement, Trip, Hold Person, Suggestion, Charm Monster, Fumble, Feeblemind, Hold Monster; (4/day) Mass Suggestion, Mass Charm, Otto's Irresistible Dance; Powers: Permanent Ventriloquism (as spell); Items: Wand of Wonder (53 charges), 7 Plasma Grenades (10d6 each, 15' radius (DC 20 Dexterity for ½)), Axe of Teleportation (on a successful hit, the owner teleports 15' in a direction of his choosing), Gauntlets of Ogre Power, +5 Ring of Protection]

TREASURE:

Gold Key, Gauntlets of Ogre Power, Ring of Protection +5, Wand of Wonder, Axe of Teleportation

Chamber of the Infernal Machine

The shifting portal gives way to a shadowy chamber illuminated by several hundred azure tubes that stretch from floor to ceiling throughout. In the bulk of these, creatures float as if in suspended animation, their size distorted by the iridescent field in which they hang. Amid the tubes are five round tables, each supporting a miniature labyrinth level that reflects those you've grown all too accustomed to seeing on a daily basis. Motes of light lurk through the miniature mazes, and occasional flashes, probably of conflict, burst and fade. Tangled throughout are tables, twining tubes, beakers, scrolls, notebooks, tomes, and writing utensils, giving the entire chamber the feel of a mad laboratory. At the center of it all, as if the eye of some maelstrom, a heavy cushioned chair and a cot with down comforter rest. Your approach, seemingly unseen, triggers a light to appear in the chair that coalesces into a dark hooded figure with a relic staff held steadily in one hand.

This is the resting place of the Infernal Machine. The figure is not Mithelvarn but a likeness created by the Machine to speak to the party. It is as forthcoming as it can be, and will explain its true purpose, to strip the surrounding countryside of monsters and trap them within the dungeon, thus saving countless lives around the province. It will also indicate that it will defend itself from outside attacks, which it believes were perpetrated by the citizens of the keep, although it was instead an earthquake. Once it answers what questions the players have, it will offer them a glowing coffer, the 'seed of its power'. This is Mithelvarn's Battery, an artifact that can be utilized to run the Infernal Machine and the dungeon, or if provided to a person and kept close, it will maintain them in a state of eternal youth, constantly rejuvenating their flesh.

Now is the crux of the matter. Once the artifact is handed over, the Infernal Machine will begin to shut down, power flickering, projected image wavering, blue tubes bubbling, and the party must make a decision. Will they run with the coffer, or instead hand it back to the Machine, thus resetting the system, clearing the Violet Corruption, and making things the way they were when they first arrived? If they chose the former, the Corruption will still be lifted, but news of large outbreaks of monsters will begin to filter into the keep. Within a month the trade roads will be closed and several villages lost. Within six months, Roslof Keep will fall to marauding forces from the wildlands.

For some, this might not be an issue as they can take their wealth and magic, leave Roslof Keep for better cities, and retire or adventure elsewhere, but be sure they get news of what befell the area just so they understand.

If they chose the latter, life in Roslof Keep will return to normal, and the Ivory Scimitar will have to make plans of their own as they tell their tale (as much of it as they like, for some of it might be kept secret). In Roslof, they will be great heroes, the greatest of all the Mithel companies, and word will spread all over the world of their exploits until one day a letter will come offering them another 'unique opportunity', this time to serve the Emperor in his fabled lost capital of Nextyaria. The question then becomes, will they accept? For more on this, see later editions of The Folio!

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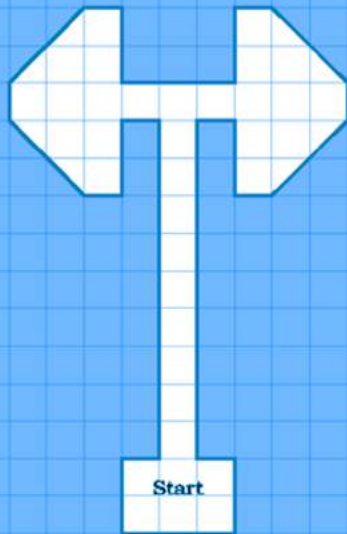
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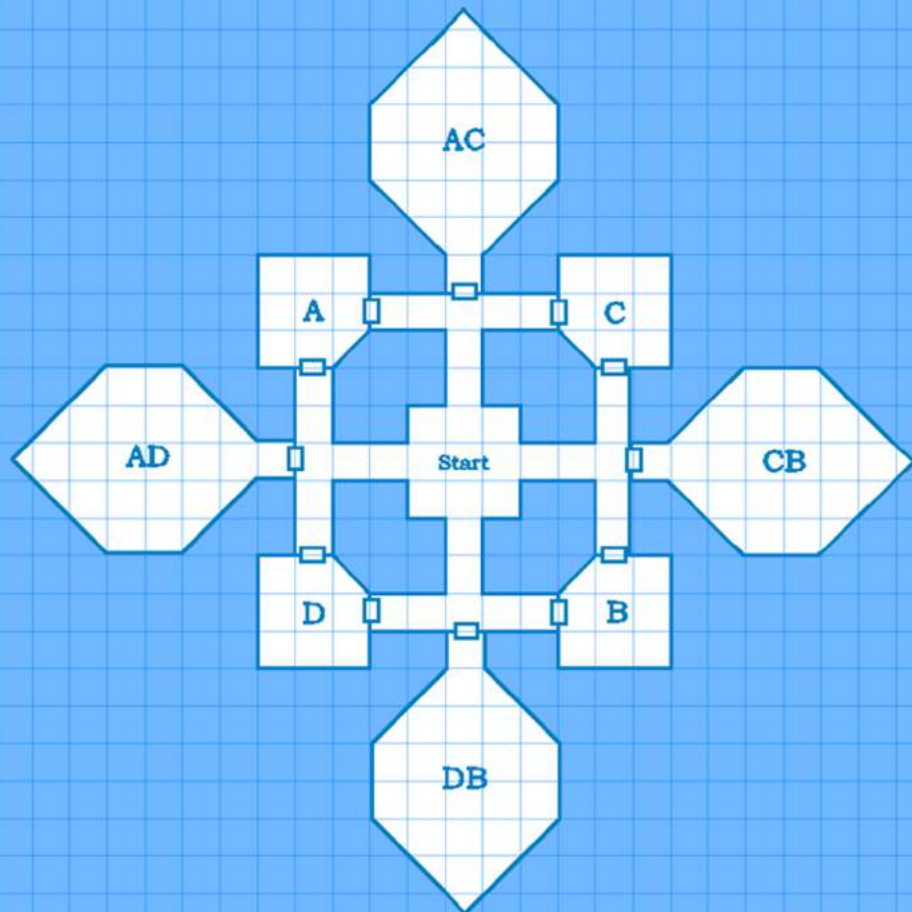
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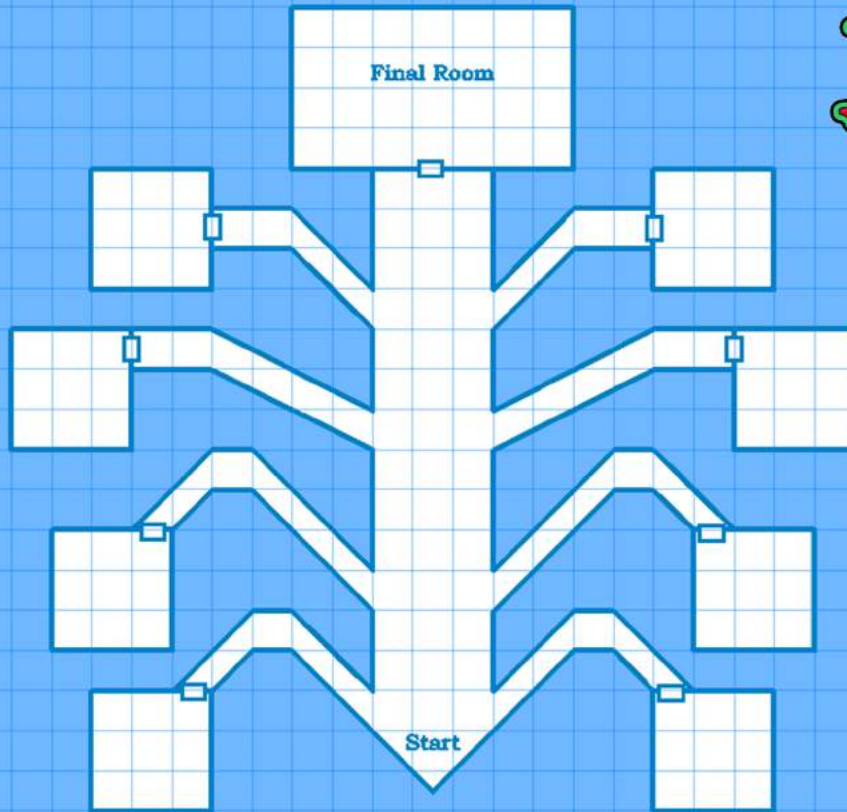
THE FOLIO



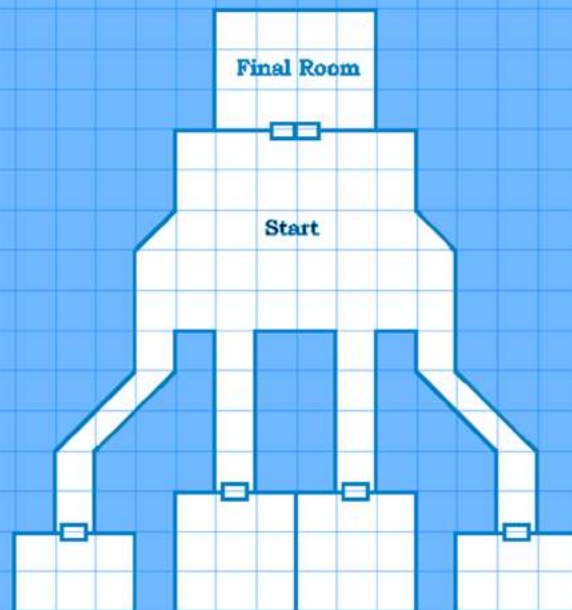
-  Spiral Stairs
-  Stairs
-  Door
-  Door, Metal
-  Door, Secret
-  Secret
-  Trap
-  Trap, Arrow
-  Well



THE FOLIO



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



ROS 6.5

Bonus Module

THE FOLIO

Mini-Module



ROSLOF KEEP CAMPAIGN

The Final BannerTM

Mini-Module ROS6.5

by Scott Taylor

Having now realized that they require 4 Mithel Standards at the same time, the Ivory Scimitar will be faced with actually taking a banner from another Mithel company. This scenario pits the characters against the waning might of the Men of Iron, and should allow them to claim the banner for House Aldenmier, thus guaranteeing that they can clear the final level of Mithelvarn's Labyrinth.



Dungeon Master Notes & Suggestions

The requirements of ROS6 are that the Company of the Ivory Scimitar acquire 4 Mithel Standards to complete the mission. Considering that the Ivory Scimitar has their own banner, and hopefully has the Gilded Lancers (or once they see that the Lancers are dead might remember and find the banner), and can easily negotiate with House Fleetwood for the Company of Chaos banner, they will realistically only need one more to successfully complete level 6. In ROS6, I leave how this occurs to the DM, but in ROS6.5 I'm going to lay out a scenario that revolves around the Men of Iron and how that banner can come into the possession of the Ivory Scimitar.

1. The Drive of the Mission

The characters must understand that they have to have another banner, and the best choice is probably the Men of Iron who have been 'lost' in the dungeon for several days since being sparked by their house to find a cure for the Violet Corruption 'immediately'.

2. Finding out that the Men of Iron are in Trouble

Information on the current state of the Men of Iron can be had in whispers in the inn or from other allied company leaders who the Ivory Scimitar must run into on occasion trying to get in and out of the keep.

Random Occurrences & Party Needs

1. First and foremost, the party will have to find out exactly where inside the dungeon the Men of Iron are holed up. To do this, they can talk with allies among the named NPCs (assuming they have any), or they can follow a quick run through the upper levels of the dungeon, opening and closing doors at their leisure since they should have mastered those levels some time ago. The Men of Iron will be found in level 4, amid the Glade of the Burning Dead, and that in itself will be problematic.

2. Once the Men of Iron are discovered, the party must first get to them, and once they've done so, deal with the now mad remaining company members. The only real way to end the scenario is to destroy what remains of the Men of Iron, and after doing so, return to the dungeon entry and claim the Men of Iron standard. Note: I've left the names and such for the Men of Iron, including the leader, out of this adventure as you as the DM might have already done some naming and NPC creation with them.

3. When the Men of Iron standard is in their possession, they will have to make a quick decision, to reveal they have it, or keep it a secret until they can quickly return to dungeon level 6 for the final showdown with the Infernal Machine. If they reveal they have it, this could lead to a fight with the dopplegangers of the Gilded Lancers, although they will likely ignore the pleas of their respective house and simply make threats toward the Ivory Scimitar but not go into open combat. In any case, House Aldenmier will now have a target on their back since they possess three Mithel Standards.

Dealing with the Glade

Having been in the glade once before, and having been repulsed by it, the party should understand the danger, but nonetheless they must try once again to make headway toward the stair (where the Men of Iron have been trying to get to). Most likely, they fully understand that delving too deep into the fungal glade can cause a party to be trapped, which is what has happened to the Men of Iron. This means the party must find a way to do 50 points of damage per round **[70 per round for 5E]** to move 10' through the mass of fungus until they reach a sheltered 'dome' or vault. Encounters inside the vault will also be deadly, and to move on they will once again

have to do 50 points of damage or be repulsed by the regenerating glade. Thus, the Ivory Scimitar will have to move through 60' of fungus to get to the Men of Iron, and then 60' back (not including the size of the vaults). That will require 300 points of damage, and remember, the glade is immune to fire! This is the greatest challenge, not the monster encounters or even the Men of Iron, so it should become clear that the glade is the true enemy here.

Tomb of the Men of Iron

1. Entry Stairs

Memories of your first expedition into the Glade of the Burning Dead come flooding back as you exit the stairs. Now, instead of a fungal forest before you and an open vault behind, the Violet Corruption has increased its hold and size over the massive chamber. If the Burning Dead still exist here, you see no signs of them, but the orange and red fungus pulsates with a heat that beads sweat upon your brow and leaves an ashen film on your tongue.

Investigation here on a successful search 1-3 **[DC 13 Perception]** does show signs of 'regrowth' moving south as though a trail was cut into the glade and then regrew. If the party moves into the glade, they'll need to start doing damage, basically cutting their way into the first 'dome', a bubble of non-growth within the glade itself.

2. First Dome

The fungal spores give way into an almost circular chamber roughly ten feet by ten feet. Here, the fungus grows against some kind of unseen barrier, as though a force field was in place, but you can detect no such magic.

Beneath the ground in this dome are a dozen burning dead, each ready to pop out of cocoons beneath a thin sheath of fungus that covers the floor. Once the party comes inside, the trap will be sprung and can only be avoided on a 1 in 6 **[DC 20 Perception]** for characters experienced in detecting ambushes.

12 Burning Dead [AC 8, HD 2, HP 10 (each), #AT 1, D 1-8 +1-4 (Fist + Flame), Anyone attacking the burning dead with a weapon that doesn't have 'reach' will take 1-4 flame damage. Once a burning dead is reduced to zero HPs, it explodes in a burst of flame that causes 2-6 points of damage. The burning dead always go last in every melee round. Note: Destruction by Turning does not cause the explosion.]

TREASURE

None

12 Burning Dead [AC 8, HD 3+9, HP 22, #AT 1, Hit +3 (Fists), Dam Fists 4 (1d6+1) + Flame 4 (1d6+1), Aura of Flame (all opponents hitting the burning dead without 'reach' will take 4 (1d6+1) damage), Explosive Death (once reduced to zero HPs, the burning dead will explode causing 8 (2d6+2) damage to everyone in a 5 foot radius)]

Once free of the burning dead, another search of 1-3 **[DC 12 Perception]** will show another regrown trail leading farther south.

3. Second Dome

A second 'chamber' opens in the fungal growth, this one smaller than the first at roughly seven feet across. Inside, two decaying corpses, one in leather armor and another in plate, lay amid a fine dusting of yellowish mold.

These are two members of the Men of Iron, and if the players have had dealings with that company, they should be recognizable as the company locksmith and one of the front line fighters. The fungus seems to be keeping its distance from the corpses (because of the protection of the banner), but otherwise the chamber is empty and any magic the corpses had has been removed.

A search of 1-3 **[DC 12 Perception]** will show another regrown trail leading farther into the glade.

4. Third Dome

A larger dome, this one nearly thirty feet high and twenty feet wide opens before you. Inside, a massive creature rises to its feet, violet fungal madness evident from the stains on its flesh. In one hand it has a huge hammer made of a bolder strapped to a tree trunk, and the smell of brimstone hangs heavy in the air.

This creature is actually a demon, one known as a Fell Hammer. Its innate immunities have been keeping it alive since its summoning, but madness has still crept into its already violent mind.

1 Fell Hammer [AC 0, HD 10+10, HP 70, #At 1, 5-30 (Hammer), +2 or better weapon to hit, MR 45%]

TREASURE:

None

1 Fell Hammer [AC 20, HD 15d10 + 75, HP 157, #At 2, Hit + 10 (Hammer), Dam Hammer 25 (3d10+10), Damage Immunity (Poison), Damage Resistance (cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons), Magic Resistance (advantage), Multiattack]

A search of 1-3 [DC 12 Perception] will show another regrown trail leading farther into the glade.

5. Forth Dome

Heat blooms into your faces as you break through the fungal growth to this small dome. Within, a grey smoke fills the area and flames lick across the surface of the fungal shrooms from floor to ceiling.

A fire elemental lurks inside the dome and will manifest from the surrounding flames to attack those trying to pass through.

1 Fire Elemental [AC 2, HD 12, HP 72, #At 1, 3-24 (Hammer), +2 or better weapon to hit]

TREASURE

None

1 Fire Elemental [AC 13, HD 12d10 + 36, HP 102, #At 2, Hit +6 (Fists), Dam Fists 10 (2d6+3) + Ignite 5 (1d10), Fire Form (5 (1d10) to all objects making melee attacks against the elemental), Damage Resistance (bludgeoning, piercing, and slashing from non-magical weapons), Multiattack]

A search of 1-3 [DC 12 Perception] will show another regrown trail leading farther into the glade.

6. Fifth Dome

The fungus gives way to a small dome, only about six feet from side to side. In this opening a single body is covered in yellow mold and huddled against the encroaching walls.

This is the final resting place of the Men of Iron's resident wizard. He still clutches an empty Wand of Frost in one hand and also has a Ring of Protection +4. A strap still lying across one shoulder seems to indicate he once had a bag, but if so, it must have been consumed by the fungal forest that creates the wall behind him.

NOTHING ELSE OF VALUE IS IN THIS SMALL CHAMBER.

A search of 1-3 [DC 12 Perception] will show another regrown trail leading farther into the glade.

7. Final Dome

Breaking through into this chamber, a blue glow emanates from a small collection of figures huddled around a lantern. The fungus, larger and more ominous than ever, weighs into the roughly fifteen-foot wide vault and peering myconoid eyes seem to shine from the darkness beyond the growth.

These are the remaining members of the once proud Men of Iron. Only their leader, two fighters, and their company priest remain. As soon as the Ivory Scimitar arrives, the leader will stand, eyes blazing wildly in the lantern's blue glow, and draw his blade. There is no talking, only death, and the others will follow his example. They

have made their peace with the inevitable, but to take down some of the Ivory Scimitars with them would be a last triumph. They will concentrate their attacks on a single target if possible, hoping to chop down members one at a time.

TREASURE: THE LEADER CARRIES A +3 TWO-HANDED SWORD, BUT OTHER THAN ARMOR, VERY

LITTLE REMAINS TO THE MEMBERS OF THIS FALLEN COMPANY.

The Leader [Level 12] Medium Humanoid (Human), Neutral

Class [Fighter, lvl 12] Background Gladiator

Occupation Mercenary Armor Class 24

Hit Points 124 (12d10+48)

STR 20 (+5) DEX 14 (+2) CON 19 (+4) INT 10 (+0) WIS 12 (+1) CHA 10 (+0)

Saving Throws: Strength +9, Constitution +8

Skills Acrobatics +6, Athletics +9, Intimidation +4, Perception +5

Senses Passive Perception +14

Fighting Style (Great Weapon). When the leader rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if it is a 1 or a 2.

Fighting Style (Defense). The leader adds +1 to his AC when wearing armor.

Second Wind. On his turn, the leader can use a bonus action to heal himself for 1d10+12. Once he uses this feature he must have a long or short rest before using it again.

Action Surge. On his turn, the leader can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature he must take a short or long rest before using it again.

Improved Critical. The leader scores critical hits on rolls of 19 and 20.

Remarkable Athlete. The leader can add half his proficiency bonus to any Strength, Dexterity, or Constitution check that doesn't already use his proficiency bonus.

Indomitable. Once per day, the leader can reroll a failed saving throw. Once he expends all uses of this feature he must rest.

Actions Extra Attack—The leader can attack three times with each Attack action.

Greatsword—Melee Weapon Attack: +9 to hit. Dam 11 (2d6 + 5) slashing damage.

Fighter [Level 8] (x2) 5th Edition Armor Class: 22 (Plate & Shield)

Hit Points: 76 Speed: 30ft Passive Perception: 10

STR DEX CON INT WIS CHA

18(+4) 12(+1) 16(+3) 9(-1) 10(+0) 12(+1)

Special Abilities: Second Wind (Use bonus action to regain 1d10+8 HP)

Extra Attack Improved Critical (Critical Hit on 19 or 20)

Actions: Longsword +2 (Slash Attack +9, Damage 1d8+6)

Cleric [Level 8] 5th Edition Armor Class: 17 (Scale Mail & +1 Shield)

Hit Points: 67 Speed: 30ft Passive Perception: 17

STR DEX CON INT WIS CHA

14(+2) 10(+0) 16(+3) 10(+0) 18(+4) 12(+1)

Special Abilities: Spellcasting

Spell Save DC 15 Spell Attack Modifier +7 Spell Slots—4 1st, 3 2nd, 3 3rd, 2 4th

Actions: Mace +1 (Bludgeoning Attack +7, Damage 1d6+3)

Spells: Cantrip—Light, Mending, Resistance, Sacred Flame

1st—Bane, Detect Magic, Inflict Wounds

2nd—Blindness/Deafness, Find Traps, Hold Person

3rd—Animate Dead, Bestow Curse, Dispel Magic

4th—Banishment, Freedom of Movement

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THE FOLIO

Balcony Post

Door

-S-

Door, Secret

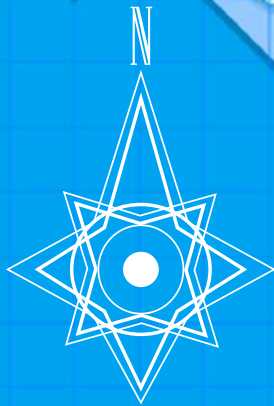
Fireplace

Privy

Stairs

-.-.-

Wall



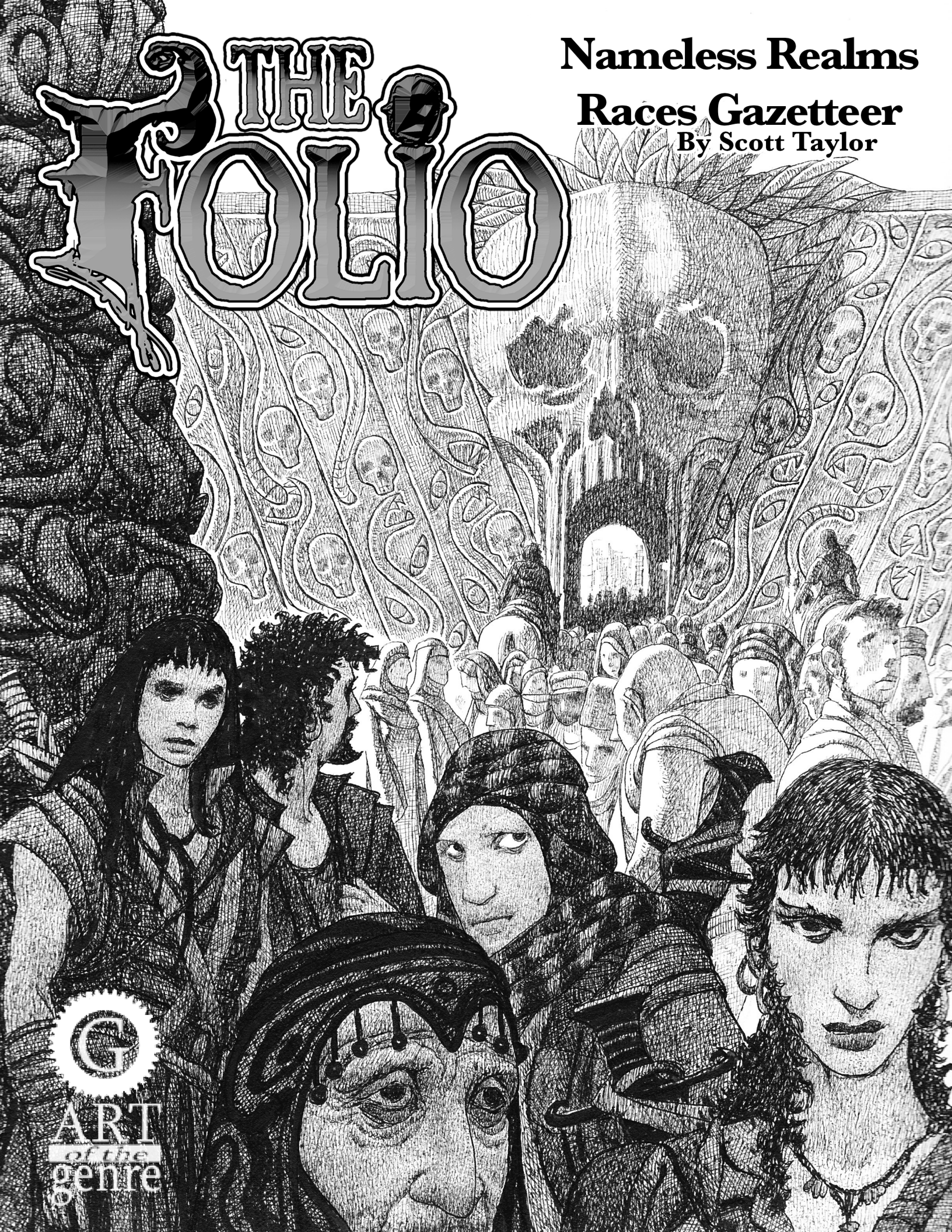
	AC	HP	
The Leader	-2 (+1 plate & +3 shield)	103, Attk/Dam = 2/1 +8	Two-Handed Sword (1-10+9/3-18+9)
Fighter (x2)	0 (plate & +2 shield)	72, Attk/Dam = 3/2 +2	Longsword (1-8+3/1-12+3)
Cleric	1 (+2 chain & +1 shield)	52, Attk/Dam = 1/1 +1	Fttn's Mace (2-7+1/1-6+1)
	Spells: 1st= Curse, Detect Magic, Light 2nd= Find Traps, Hold Person (x2), Silence 15' Radius 3rd= Animate Dead, Continual Light, Cause Blindness 4th= Poison		

THE FOLIO

Nameless Realms

Races Gazetteer

By Scott Taylor



G
ART
of the
genre

Introduction:

I first created the Nameless Realms in 1987 when a friend of mine wanted to play D&D in a world that wasn't Greyhawk. At the time I was 16 and figured I had enough gaming knowledge to create a pastiche world of all of my favorite fantasy fiction settings, but I couldn't think of a name for my first map of the place. I drew it in colored pencil on a loose-leaf notebook page and from there continued expanding it until a full six taped together sheets 'closed' the world a decade later. Still, even after a massive amount of campaigning, first in AD&D, and then 2nd Edition AD&D, I'd yet to come up with a name for the place and so all my players affectionately dubbed it 'The Realm With No Name'. Eventually, I transitioned the world to 3rd Edition D&D, but it was also in the early 2000s that I began taking my writing career seriously. As many writers do, I decided to take some of my campaign threads from years past and transition them into a novel, the first of which revolved around an epic worldwide campaign that took two DMs and a dozen players five full years to complete. In the end, the campaign became 'The Five Year War', and from it I wrote my first novel *The Cursed Legion*.

However, when workshoping the novel, many of my peers thought that the races of standard D&D and Tolkien were too tired for the modern marketplace. To this, at least from a fiction standpoint, I had to agree, and so I went about recreating an alternate landscape of races within the framework of my novel. I'd long ago made a race of 'high orcs' to mirror Tolkien's Uruk-Hai, called the Jai-Ruks, but other than that I had little to go on.

One thing I was certain of, however, was that I truly enjoyed fiction in which wizards were mysterious and epically powerful, much more so than one finds in the D&D landscape. But I guess I'm getting a bit ahead of myself. What I really sat down to do with this introduction was give everyone a bit of background on where these races came from, what they reflected from a pure D&D standpoint, and how I'm setting up this particular race gazetteer.

So here is how it is going to work, I'm going to introduce you to the thirteen races unique to the Nameless Realms, and along with the base gaming stats for 1E & 5E, you'll get a note on how they came to be from my own world. I'm also going to include quotes about each race from my various novels, so you can get a sense of how they are perceived in the world. Now, that isn't to say that you need to switch Roslof Keep over to the Nameless Realms world, or that you need to use these races, but if you do, it should give you a more in-depth feel for them.

Also, as you can see in my writing for the adventures, I've created a world for your sandbox that can be shared by these races and those that they were roughly based on, thus meaning you can still easily have Dwarves and Kin, one does not make the other mutually exclusive.

That said, and without further delay, let me introduce you to the races of the Nameless Realms. Enjoy!

Scott Taylor

Racial Foundations

To create something unique, I decided to bind each primary race in the Nameless Realms fiction to a certain element. Some had strong ties, some not so much, but nonetheless each was polarized to either Fire, Air, Water, or Earth. Although there are twelve 'prime' races bound to these elements, there can really be a plethora of 'sub' races that bend the rules a bit, such as Humans that instead of being of low elemental fire affinity (which is the norm), might have an earth affinity because of something that has happened to a certain tribe of them over the course of passing millennia.

Notes

In the Nameless Realms there are also two more 'prime' elements that round out the world, those being Positive Elemental Energy and Negative Elemental Energy. All races are vested with Positive Elemental Energy in the form of their living soul, and creatures such as the undead have had their positive soul replaced with a negative soul from beyond the grave. The Seventh Element, known as Afterglow, is magical energy tapped into by various races which lies beyond the elemental plane of water and can most easily be contacted by those with water affinity. Fire affinity races, such as Humans, are therefore not magical in nature.

All races in the world are bound to an 'elemental spark', which is to say a certain core elemental power deep within their being. This spark and binding element influences their nature, and depending on their affinity [subtle/medium/high], the race can also have the power to wield that element in some form. This affinity

doesn't necessarily mean an Eldaryn [High Fire] can set a street aflame with a twitch of his nose, but if he's a Tome-Mage Pyromancer, his spark's power would be additionally lethal when coupled with offensive spell formula. Examples of elemental manifestation might be that Aspara [High Air] seem to have a phantom breeze blowing through their hair when they're thinking hard, or when a Human [Subtle Fire] gets mad, the temperature around him goes up a couple of degrees.

In the lore of the Nameless Realms, sages tell tales of a single race born into the world, the Byrin. Independent tribes of this race, once touched by the elemental link to the gods, evolved and slowly formed to the will of the element of their deity. In this fashion, all the sentient races of the world developed their unique talents and elemental manifestations.

Note to DMs

What you find below is only a guide, and the really fun part of having these elemental links is that they can manifest in all kinds of intriguing ways inside a campaign. Some characters or NPCs might have different abilities, like talents that sometimes come out genetically. Feel free to customize and experiment, and keep players on their toes with new and exciting ways experienced beings might manifest their power.

delving orc

see ROS1*

'It looked up and he sprang, Fury falling down like the blade of a guillotine. The shaman waved a hand and a wall of earth rose up, Fury biting deep into it but not penetrating.'

The Cursed Legion, Pg. 57.

lowl

see ROS2*

'His pricked ears angled this way and that, alert for any hint of more purposeful movement amid the eerie lack of birdsong. Anything whereabouts used to hunting Humans would soon learn how much more difficult it was to sneak up on a Lowl.'

Tales of the Emerald Serpent, Pg. 62.

kin

see ROS 4*

'The standard bearer was lightly onyx-skinned, with grey veins like marble running along her exposed flesh, for upon closer examination she was certainly female. A tangle of green moss began at an indentation in her skull and flowed down her back.'

The Mid-Winter Fall, Pg. 26.

wizard

see ROS5*

candon

See ROS6*

jai-ruk

Lawful Neutral

Armor Class: 2

HD: 3

Hit Points: 22

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-4+2 or by weapon type

Special Attacks: Slow

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

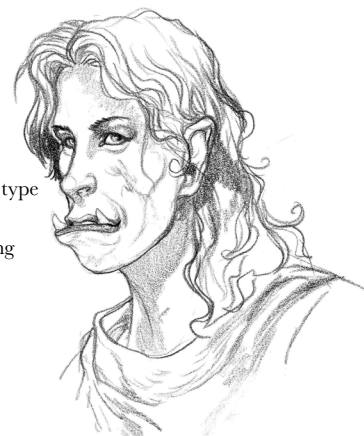
Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'Dethocrates bore down on the man with a great leap, the bow singing in the air before it struck. Blade met wood, but the earth was overwhelming and the blade fell away, even as the bow snapped in half.' A Knight in the Silk Purse, Pg. 68



Jai-Ruk: [AC 18, Speed 30 ft, HD 6+12, HP 36, #Attack: 1, Hit +6, Damage 7 (1D6+4) or by weapon typically 9 (1d8+4), Elemental Hardening, Slow]

Elemental Hardening: All jai-ruks can manifest the power of their earth affinity by hardening their skin. This ability manifests as a -1 to AC per Hit Dice of the jai-ruk with a maximum of -10. Elemental Hardening can be employed a number of times per day equal to ½ the jai-ruk's Hit Dice and last the same number of rounds.

Adds +1 to AC per HD to a maximum of 10 and can be used 3/day.

Slow: By using the power of the earth, a jai-ruk can effectively slow (as per magic-user spell) all targets in a 30' area once per day.

Player Character Notes: In conjunction with the above special abilities, they also receive a +1 Strength and a -1 Charisma. jai-ruks are to be considered human for level development.

[Medium Affinity Earth]

6 to 7 feet height. They are something like the civilization's definition of brutes, tan-skinned, dark haired, and yet more muscular and square-jawed than most humans would look. They also have slightly enlarged lower canine teeth that might just peek out of their lips on occasion. Jai-ruks are large, sometimes standing as tall as seven feet, and broad at the shoulder. They are heavily muscled, but not so much it distorts their body shape, as their true strength comes from their association with the earth. Their skin tends toward grey hues, and their hair is usually dark although some have been known to have coppery hair and their eyes are deep brown and flecked with gold or silver. In Nameless Realms historical tomes, the God of Night, Arcxas, corrupted the delvers race with promises of earth magic, but some of the tribes resisted the call. Although still bent toward darkness, those who turned their backs were freed from outright corruption by the gods of good, and these became a separate race entirely.

Thus, the jai-ruks, or 'High Orcs', were born. Today, they mingle with all the races of the world, although the seat of their power lies in the hard and frozen kingdoms of the South known as both the Broken and the Wounded Land. Here, from their great dark city of Irontooth, they hold great sway and have subjugated many of their lesser cousins, the Delvers, to serve as second class citizens in their empire. Outside their homelands, however, they have adapted well to life among Humanity.

Having the ability to work with the earth magic, much like the delvers but not as great as the kin, this race is the definition of tough and strong. They have the ability to slow enemies by bending their earth power, and can also harden their own skin to lower their armor class. Some stories of greater jai-ruks indicate that they can channel earth into the blows of their weapons, making hammers and maces even more deadly in their hands, although this is unconfirmed.

Developmental Notes: My jai-ruks have been around for a long time, but in 1998 I was playing an extended science fiction campaign and decided to switch back to D&D. One of my current players said he wasn't interested in D&D because it was too predictable. Still, he said he would give it a shot and on the first combat of the campaign the party was attacked by jai-ruks. My players were astounded that 'orcs could be that tough', and I've tried to keep that toughness throughout the evolution of the race. I do, however, also like to feature the intelligence of this race as well, and unlike the Tolkien version of high orcs, the jai-ruks are actually a noble race when taken on the whole.

human

Neutral

Armor Class: varies

HD: 1-6 hit points

Hit Points: varies

Move: 9"

No. of Attacks: 1

Damage/Attack: by weapon

Special Attacks: None

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'True, but our energy is cold, diffuse, and hard to control. humans, however, have fire, and fire is the most powerful energy source there is.'

The Cursed Legion, Pg. 101.



Human: [AC 12, Speed 30 ft, HD 1+1, Attack: 1, Hit +2, Damage typically 4 (1D6+1)]

Player Character Notes:

Taken as a standard human.

[Subtle Affinity Fire]

Humans are much like Humanity in our own world, save that they have a simple affinity with fire which manifests as increased temperature when they are excited in some fashion. By far the largest contingent of the Nameless Realms population, the Human race consists of more than 60% of all sentient souls in the world. Their patron of creation has long been the Sun, and although old world deities no longer hold power in the Taux and much of the rest of the world after The Five Year War, humanity's spark is still tied to the rising and falling of the Sun.

Developmental Notes:

Nothing new here. You are basically looking at a standard human in all aspects, their subtle fire too limited to matter. However, if you are ever playing a human after the opening of the Shining Cities as an 'Enlightened' human, their fire spark is much greater.

corsair

Chaotic Good

Armor Class: 7 (Leather)

HD: 2

Hit Points: 14

Move: 12"

No. of Attacks: 1

Damage/Attack: by weapon type

Special Attacks: None

Special Defenses: Stun

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'She gave him the whole smile now, spat in her hand, and held it up for him to clasp. He spat dryly into his own palm, and they grasped each other's thumbs, wrists crossed, elbows planted firmly on the rough-heaven planks. She only needed to mingle his water with hers. The sweat of his palms would be enough, but saliva worked better still. He didn't know it, but he'd already lost.'

Tales of the Emerald Serpent, Pg. 37.

Corsair [AC 13, Speed 30 ft, HD 2+2, HP 12, #Attack: 1, Hit +2, Damage by weapon, typically 6 (1d8+2)]

Stun: If the corsair can make contact with another person and somehow share their water (sweaty handshake, kiss, etc.), they gain some control over the target's internal water and can stun them. The target must make a successful saving throw versus Paralyzation, with a negative modifier equal to the HD of the corsair.

Constitution saving throw base DC 12 +1 per HD of the corsair.

This effect lasts only 1d4 rounds.

Player Character Notes:

In conjunction with the above special abilities, corsairs are to be considered human for level development.

[Subtle Affinity Water]

Roughly 6 feet in height. These are standard 'water humans'. corsairs wouldn't be picked out from a crowd of humans, although they do sometimes become powerful Tome-mages, and thus have power that isn't seen in most races. They are bound to the sea, most never leaving the coasts, and make fine sailors.

Corsairs have standard human lifespans but have interbred with humanity so often over the years that few true-blood corsairs still exist. This interbreeding, especially along the world's coasts, has brought about an even weaker elemental spark human, as the water nature of the corsair plays against the fire nature of humanity.

Developmental Notes:

In my D&D version of the Nameless Realms, the corsairs are much like Farians with long lives and rich history, but in the fiction world, they are more a vagabond and dying race, one that will surely be extinct in the coming millennia, although their ability to use the Afterglow might save them among mage guilds where interbreeding can keep the blood more pure.



korys

Chaotic Good

Armor Class: 6 (Leather + Air Dance)

HD: 2

Hit Points: 14

Move: 12"

No. of Attacks: 1

Damage/Attack: by weapon type

Special Attacks: None

Special Defenses: Air Dance

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M



The beasts attack was too soon, the ice staying its massive jaws and the impact of its upward strike sending Savino into the air. The world spun, and he summoned all the air he could. He was no full-blood aspara, so flight was denied to him, but his Element did buy him a few extra seconds in his vault.'

Tales of the Emerald Serpent, Pg. 143

Korys [AC 13, Speed 30 ft, HD 2+2, HP 12, #Attack: 1, Hit +2, Damage by weapon, typically 6 (1d8+2)]

Air Dance: This power manifests as the ability to 'flow with the wind' providing the korys with a -1 to their AC for every 6HD they have.

Provides a +1 AC bonus for every 6 HD.

Player Character Notes: In conjunction with the above special abilities, korys are to be considered Human for level development.

[Subtle Affinity Air]

6 feet. Indistinguishable from humans, the korys are often flighty, rarely bound to a single locale, and yet possess an increased lifespan that keeps them looking young for up to three hundred years. They are very few in number, mostly because they don't congregate as a unified race, instead flitting away with the wind and often having progeny with humans or corsairs rather than seeking out other korys who they typically find impossible to deal with because they can never agree on any one thing for long. korys make great drifters, charlatans, and rogues, their nature never pushing them to get a 'real job', but instead always looking for the next big score.

Developmental Notes: When I was challenged with making my own protagonist for the Ghosts of Taux shared world anthologies, I really wanted to make a flighty roguish character. A korys was the perfect choice. Close enough to a human that he could pass, touched with just enough air to make him special, and long-lived enough that he could be devilishly handsome for decades.

aspara

Chaotic Good

Armor Class: 3 (Leather + Haste + Air Dance)

HD: 4+4

Hit Points: 28

Move: 12"

No. of Attacks: 2

Damage/Attack: by weapon type

Special Attacks: Haste

Special Defenses: Air Dance

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M



'He is an Aspara, his race blessed with the immortality of being the highest air-born, which also gives power to the rumor of their ability to become both intangible and fly.'

A Knight in the Silk Purse, Pg. 24.

Aspara [AC 17, Speed 30 ft, HD 7+7, HP 40, #Attack: 2, Hit +6, Damage by weapon, typically 9 (1d8+4), Multiattack, Haste, Air Dance]

Haste: This power manifests in two ways, 1. The aspara gains 1 attack per round (on top of any bonus attacks they may receive from class/level). 2. They are considered 'quick' giving them +2 to their AC.

Haste adds 2 to AC and provides the aspara with Multiattack.

Air Dance:

This power manifests as the ability to 'flow with the wind' providing the aspara with a -1 to their AC for every 2HD they have.

Provides a +1 AC bonus for every 2 HD.

Player Character Notes:

In conjunction with the above special abilities, aspara also receive a +1 to Dexterity and a -1 to Charisma. Otherwise, they are to be considered human for level development.

[High Affinity Air]

6 to 6½ feet in height. These are rather ethereal looking humans with a personality that can change as quickly as the breeze. The opposite of the kin in most ways, the aspara are known to be flighty, pulled in various directions, and hard to negotiate long-term contracts with. They live free lives, rarely settling down for more than a few years at a time, and tend to shun most other races in an almost xenophobic way. In the Opal Gates, Hilani Plains, or Far Zimbolay, the aspara are a chocolate-skinned and ebon-haired people with sapphire blue eyes. They are a mystical race who travel the savannah and disappear from the sight of humans when pressed. All aspara are immortal creatures, age never touching them, and so they have no need for haste unless provoked. As they are inherently detached, marriage is almost unheard of among their scattered clans, and children are scarce because mothers hate being tied down to their offspring for any length of time. Some in the world see the aspara as inherently uncaring, but that isn't the case. They can be both passionate and heartfelt if the mood strikes them, and are capable of beautiful crafts that might take decades to finish, assuming the items they craft can be carried with them as they travel.

Developmental Notes:

When I first started laying out the races, a primary concern was what to do with elves. Eventually, I decided to replace elves with fey, an alternate dimensional race bound directly to dragons, but that left a huge void in the Five Year War campaign because like most D&D games, elves are going to be present, both in the adventuring party and as prominent NPCs. To help solve this, I decided to break the elven race into three different races, all bound to elemental air, and all with unique looks and histories that could bridge the gap in my fiction and my gaming table. Having always loved Tolkien's immortality rules with his elves, I decided to give the High Air aspara, this 'gift', while also providing them with elven xenophobia and aloof nature. Also, when deciding what true human culture most readily brought air to my mind, I was drawn to the Maasai and other tall and lean cultures of Africa, thus, in the Nameless Realms fiction, aspara have a regal, tall, Nubian quality to them.

eldaryn

Chaotic Good

Armor Class: 7

HD: 4

Hit Points: 24

Move: 9"

No. of Attacks: 1

Damage/Attack: by weapon

Special Attacks: Dragon Wand & Fireball

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M



'Further into the ruins behind, figures were moving, and one who was no larger than an eight-year old with blue hair was holding a ball of orange flame in his hands.'

The Airship of Fools, Pg. 133.

Eldaryn: [AC 15, Speed 30 ft, HD 6, Attack: 1, Hit +7, by weapon typically (1d6+2), Dragon Wand, Fireball]

Dragon Wand:

This is actually a weapon skill that allows the eldaryn to use something akin to a flintlock pistol, only instead of gunpowder, the eldaryn use their elemental spark

to fire lead pellets out of the 'wand'. Eldaryn are exceptionally skilled at using these wands and receive +2 on all attack rolls with them (on top of any dexterity adjustments). Damage for the weapon is 2d6

[8 (2d6+2)].

Fireball:

3/day, an eldaryn can manifest a fireball of elemental energy that works as the spell of the same name. Damage dice are determined by the HD of the eldaryn, with a cap at 10.

Player Character Notes: In conjunction with the above special abilities, eldaryn are to be considered gnomes for level development.

[High Affinity Fire]

3½ to 4 feet. This small race is bound to pure fire and always has red hair sometimes touched with blue on the tips. As they age, and they age quickly, their hair can turn to yellow, orange, and sometimes copper, especially with facial hair. They are known as tricksters, merchants, and sometimes pyromancers, and they are considered attractive little fellows by most other races. They live fast lives, and have a standard lifespan of no more than 60 years at the most, with the bulk living less than 50. The fire of this race burns so bright that when angry they can be extremely dangerous, especially if they are in possession of 'eldaryn Powder'. This explosive has been harnessed by the race in what they sometimes call 'Dragon Wands'. It is basically a flintlock pistol without the need of hammer or flint. Eldaryn can ignite the power simply by using their spark which makes the weapon completely attuned to them. It has been said that properly trained Lowl, and sometimes even humans, are capable of setting off Dragon Wands, but this is unproven. Males are known for loving to have coppery-colored mustaches which they take great pride in, and females are notorious flirts who are said to have the ability to shape-shift for limited amounts of time. Many are the tales of humans seduced by a lovely female of their own race only to awake the next morning in bed with a diminutive female eldaryn.

Developmental Notes: When once again faced with how to deal with halflings and gnomes in my fiction, I decided to combine the two and create a fun race with the power of fire and illusion. Thus, the eldaryn were born. Combining their elemental fire ability with transformative shape-shifting and gun powder weapons gives these little folk enough kick to steer clear. Whatever the case, they are not the simple shire-folk or pot-bellied pecks of many other worlds.

farian

Chaotic Good

Armor Class: 6 (Leather + Air Dance)

HD: 4+4

Hit Points: 28

Move: 9"

No. of Attacks: 1

Damage/Attack: by weapon type

Special Attacks: None

Special Defenses: Air Dance

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

'Neither yielded. Neither moved. Tohil increased his focus and numinous smoke leaked out between his fingers. Yet the girl's power did not falter. The breath of the patrons began to show in frosty clouds that were swept into the preternatural breeze that roiled about the pair. The winds grew in force until men caught their caps and the women in the room had to grab at their flailing dresses for the sake of modesty.'

A Knight in the Silk Purse, Pg. 230.

Farian [AC 14, Speed 30 ft, HD 7+7, HP 40, #Attack: 1, Hit +4, Damage by weapon, typically 6 (1d8+2), Air Dance]

Air Dance: This power manifests as the ability to 'flow with the wind' providing the farian with a -1 to their AC for every 4HD they have.

Provides a +1 AC bonus for every 4 HD.

Player Character Notes: In conjunction with the above special abilities, farians also receive a +1 to Dexterity and a -1 to Charisma. Otherwise, they are to be considered human for level development.

[Medium Affinity Air]

6 to 6½ feet height. Often thought to be the product of aspara and korys mating, the farian race is an incredibly long-lived and secretive one. They tend to stay removed from society much like their aspara cousins, but instead of living in the windswept plains of the world, they are people of the high mountain. In the heights of the world, the farians dwell among the cliffs and snowcaps as close to the heavens as they can reach. These air-born tribes are sky sailors, builders of winged craft, and tether-crafters of the mighty wind. They are fair-skinned and blond-haired with eyes as blue as the open sky. They live at such heights that most humans can't climb to their lofty eyries. Farians tend to be more 'settled' than aspara and congregate seasonally for trade and ritual feasts before heading back to solo dwellings along the cliffs. Lifespans for this race can range as high as 800+ years for pure bloods and 250+ for those with more mixed bloodlines.

Developmental Notes: When I came up with the farians, I'd already kind of had them in the Nameless Realms for a decade or more. I'd always wanted to mimic Tolkien's Numenoreans, so I'd created two elder human races with long lifespans, the farians and the corsairs (to roughly reflect the dunedian and the black numenoreans). Now, when I had to change things up for the fiction, I decided to make these folk a cross between something found in Miyazaki's *Nausicaa and the Valley of the Wind* and your standard Viking. Artist Jeff Laubenstein really hit the nail on the head for me in his art for the farians, and thus, this pretty fun race was delivered to me full form by the time I began my editing work on The Ghosts of Taux series.

loam

Lawful Neutral

Armor Class: 4 (Chain + Shield)

HD: 3+3

Hit Points: 22

Move: 9"

No. of Attacks: 1

Damage/Attack: by weapon type

Special Attacks: Nil

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M: No, my village was in the highlands, but it was put to the torch three weeks past. I, and some survivors, have been hunting his band of Delvers while trying to help where we could.'

The Mid-Winter Fall, Pg. 8.

Loam: [AC 15, Speed 30 ft, HD 2+4, HP 16, #Attack: 1, Hit +4, Damage by weapon typically 7 (1d8+2), Elemental Hardening]

Elemental Hardening: All loam can manifest the power of their earth affinity by, in a limited fashion, hardening their skin. This ability manifests as a -1 to AC per 6 Hit Dice of the loam with a maximum of 4. Elemental Hardening can be employed a number of times per day equal to ¼ the loam's Hit Dice and last the same number of rounds.

Adds +1 to AC per 6 HD to a maximum of 4, and can be used 3/day.

Player Character Notes: In conjunction with the above special abilities, loam are to be considered human for level development.

[Subtle Affinity Earth]

6 feet in height. Some say that the loam are the product of human and jai-ruk mating, but that is unproven. It is more likely that rogue bands of humanity that settled far in the mountains or grew tied to the earth as farmers shed their fire spark for that of a subtle earth affinity.

However, there are more loam in the nation of Aflyr than any other, and it borders on the Broken Land, a nation populated almost exclusively by jai-ruks and their delver servants. Whatever the case, loam are a sturdy hill folk, a people bound to the earth and steadfast in its defense.

Developmental Notes: In my fiction I wanted to have a race of sturdy hill-folk that reflected the myths of the Scottish highlands. To replicate this, I designed the loam, and they have become my 'go-to' if I want to have a rather human character who is not bound to Fire, who can sometimes be problematic. Also, who doesn't like Scottish berserkers?





Character Name

RACE & CLASS BACKGROUND PLAYER NAME
EXPERIENCE POINTS ALIGNMENT ADVENTURING GOAL

ART
gentle

INSPIRATION

PROFICIENCY BONUS

ARMOR
CLASS

MAX
HP

TEMP HP

d6
d8
d10
d12

HIT DICE

INITIATIVE

SPEED

CURRENT HIT POINTS

NECESSARY
PATTERNS
DEATHSAVES

VISION

- STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

SAVING THROWS

NAME ATTACK DAMAGE RANGE AMMO USED

ATTACKS & SPELLCASTING



CHARISMA

WISDOM

INTELLIGENCE

CONSTITUTION

DEXTERITY

STRENGTH

SKILLS

PERCEPTIVE PERCEPTION

ACROBATICS (DEX)

ANIMAL HANDLING (WIS)

ARCANA (INT)

ATHLETICS (STR)

DECEPTION (CHA)

HISTORY (INT)

INSIGHT (WIS)

INTIMIDATION (CHA)

INVESTIGATION (INT)

MEDICINE (WIS)

NATURE (INT)

PERCEPTION (WIS)

PERFORMANCE (CHA)

PERSUASION (CHA)

RELIGION (INT)

SLEIGHT OF HAND (DEX)

STEALTH (DEX)

SURVIVAL (WIS)

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

INVENTORY & EQUIPMENT

CHARACTER

MAGIC ITEMS



EQUIPMENT AND GEAR

CHARACTER BACKGROUND AND PERSONALITY

ANIMAL COMPANIONS, MERCENARIES, AND HENCHMEN

NOTES



Almus of Far Zimbodoy



5E

Class: Wizard
Level: 3rd **Alignment:** Lawful-Neutral
Patron Deity: Hezate
AC: 10 **HP:** 13 **Initiative:** +6

Background: Sage (Researcher)
Personality Traits: "I speak... slowly... when talking... to those..."
Ideals: Logic: "Reasoning must not cloud our logical thinking."
Bonds: "My life's work is a series of 'ones' with the hope of a civilization."
Flaws: "Unfolding an ancient mystery is worth the risk of a civilization."
Languages: Common, Elven, Orc (Black Speech)

STR	13 (+1)
DEX	11 (+)
CON	13 (+1)
INT	13 (+1)
WIS	14 (+2)
CHA	9 (-1)

Actions: Attack: +4 Staff, 3 (D6+2), bludgeoning

Features & Traits: Staff: +1 Staff, 3 (D6+2), bludgeoning

Spells: "Standard Day Prepared: Cantrip (Fire Bolt, Light, Prestidigitator, 1st Level Charm, Shield, Color Spray, Misty Step, Counterspell, Hold Person, 4 (1d6, 2d6))"

Proficiency Bonus: +2
Saving Throws: Wisdom & Intelligence
Skills: Arcana, History, Insight, Investigation
Tool Proficiencies: None
Passive Wisdom Perception: 14

Zimbodoy, ancient fallen kingdom and home to the Cities of the Opal Gates. Here, millennia ago, Wizards played gods in the old Nublar Deserts, and their servants studied their arcane leavings to become powerful time-mages. It is from these ancient magical bloodlines that the likes of Almus were born. Hailing from the slave city of Ulaydin, Almus bears the tattoos of the Cub of Light, and his magic reflects their practices. Still, knowledge is power, and his cult was small, so he decided at a young age to leave Zimbodoy and seek power elsewhere. It was this magical lust that brought him to Taux and the Free Coast. In that cursed city, he discovered many secrets, and found the Order of Towers ready to reach magically adept students. Still, he wasn't yet ready to join another guild, and so he traveled further afield, following the seeds of rumor all the way to Oakfield and Roslof Keep. Once at the keep, he quickly found out that the banner companies weren't easily entered and so spent a year studying, listening, and making allies among the local. When he first heard that House Aldeemmer was once again bringing out their standard, he decided it was time to act. He followed Clarion into the woods outside the keep in hopes she would find herself in need of assistance from someone with his arcane skillset. Instead, he was tracked and nearly killed by marauding golems! He was saved by the monk Zen of No Winds, who brought him back to the keep where he sought healing from the Church of Freya (at his insistence). Here, he finally encountered Clarion and although his attempts to get in her good graces where met with little success, Zen seemed to hit it off with her easily. Weeks later, when Clarion asked Zen to join the company, Almus was there, having invested every moment in a friendship with the rather bland monk. His plea worked, and Almus insisted if he were to join Clarion's company then, so too would Almus. Now, Almus has what he desires, a place in the banner companies, but he understands that as he gains power from his adventures, so too must he have a way to increase his arcane knowledge. To this end, he is leaning toward a place among the Order of the Towers, but as yet has not taken the leap.

Ealander Thornthistle



5E

Class: Wizard
Level: 3rd **Alignment:** Neutral
Patron Deity: Pal
AC: 14 **HP:** 23 **Initiative:** +6

Background: Outlander (Outcast)
Personality Traits: "I was, in fact, raised by wolves."
Ideals: Change: "Life is like the seasons in constant change."
Bond: "It is my duty to provide children to sustain my family line."
Flaws: "There is no room for caution in a life lived to the full."
Languages: Common

STR	10 (+)
DEX	18 (+4)
CON	12 (+1)
INT	10 (+)
WIS	10 (+)
CHA	11 (+)

Actions: Attack: +8 Short Sword, 5 (D6+6), piercing finesse, light

Features & Traits: Lucky: "I can escape death twice a day." (Dodge, Stealth, and Thieves Tools), 3 (D6+6), bludgeoning

Spells: "Standard Day Prepared: Cantrip (Fire Bolt, Light, Prestidigitator, 1st Level Charm, Shield, Color Spray, Misty Step, Counterspell, Hold Person, 4 (1d6, 2d6))"

Proficiency Bonus: +2
Saving Throws: Wisdom & Intelligence
Skills: Arcana, History, Insight, Investigation
Tool Proficiencies: None
Passive Wisdom Perception: 12

There are always 'those families', the odd ones, the ones with the black sheep syndrome. Well, in Oakshire Fair, home to dozens of hailing clans, the Thornthistles are the ones you need to steer clear of. Many whisper that they are mad, and they aren't exactly wrong as dementia, paranoia, and irrational anger are traits that the Thornthistle line has in abundance, especially as they age. Several generations of Thornthistles have been born with adventurers in them, most retiring to lonely, if opulent, holes to live out their days in solitude away from the rest of the Fair. Ealander is the grandson of a female adventurer who managed to find a husband that didn't know better from Perlot of the Tall Ships. His father was the only offspring of that union, and traveled south o Taux seeking a fortune in the City of Cursed Stone. Although his adventures there were short lived, Ealander did spring from a union formed with a 'titled' hailing family. The young Ealander was raised in the Fair, although at arms-length from even the stout Hardboortles, but nevertheless began wandering farther and farther from home as he grew. This wandering did little to help his reputation, but he didn't seem to mind, instead finding ways down to Roslof Keep where he sold his services as a scout to local adventurers. When skills with various locks or even stealth were needed, Ealander would oblige, and his reputation among the locals grew until he was enlisted into the Company of the Ivory Scimitar, since joining the Company, he has served as dungeon scout, trap-finder, and all-around treasure seeker. His dexterity, grit, and seemingly fearless nature has served him well, although Clarion sometimes feels it will eventually lead to the young hailing's demise.

Arklof Shadecoral



5E

Class: Fighter
Level: 3rd **Alignment:** Chaotic-Good
Patron Deity: Rillorae Rallid
AC: 10 **HP:** 38 **Initiative:** +6

Background: Outlander (Exile)
Personality Traits: "I have a lesson for every situation, drawn from nature."
Ideals: Greater Good: "His each person's responsibility to bring happiness to others."
Bond: "I am the last of my tribe."
Flaws: "I am too concerned with the pleasures of the surface world, including drinks and food."
Languages: Common, Elven

STR	15 (+2)
DEX	10 (+)
CON	18 (+4)
INT	16 (+3)
WIS	13 (+1)
CHA	14 (+2)

Actions: Attack: +6 Trident, 8 (D6+4), piercing versatile, thrown

Features & Traits: Fighting Style: Great Weapon Fighting Style, 3 (D6+4), bludgeoning

Spells: "Standard Day Prepared: Cantrip (Fire Bolt, Light, Prestidigitator, 1st Level Charm, Shield, Color Spray, Misty Step, Counterspell, Hold Person, 4 (1d6, 2d6))"

Proficiency Bonus: +2
Saving Throws: Strength & Constitution
Skills: Athletics, Survival, Animal Handling, Persuasion
Tool Proficiencies: None
Passive Wisdom Perception: 12

Certainly the great bulk of humanity sees dark elves as the most xenophobic and foreign of the elven race, but do not be fooled. Wise (Sage) elves are notorious for their harsh ways, and they can be as cruel and dangerous as the oceans they call home. As for an outcast dark elf, even fewer have ever leave their waters to go among the land and various terrestrial races of the world. Arklof Shadecoral is one of these oddities. Having forsaken all, he knows to walk among the folk of the dry air, he was the last of his tribe and therefore had nowhere else to go. Still, he is of the sea, and is known to carry a damp start which he places over his mouth during long stretches of physical activity. His skin becomes dry and flaky if he doesn't bathe regularly, and his skin is easy to turn in the harsh light of the sun. All these things, however, have not stopped him from finding a home among the surface dwellers. His magic has created an avenue to make coin, and his prowess with a trident keeps foes wary of testing his skills in battle. These things, combined with his fairy dragon familiar, all paint a picture of a rather imposing and exotic soul. Such a descriptor would be laughed off by anyone calling Arklof a friend, as his personality is anything but dark. He is a jovial soul, easy to smile and hard to anger. This natural charisma is what drew Clarion to him when she was forming the Ivory Scimitar. When approached for membership, Arklof quickly accepted, knowing that his years of exile were countless which meant any new experience was one to be cherished while it lasted. Now, Arklof serves as the Ivory Scimitar's backup mage-user and rear guard, his purpose one: he sees as vital to the survival of the company.

Elsa Clarion Moonbright



5E

Class: Cleric
Level: 2nd **Alignment:** Neutral Good
Patron Deity: Freya
AC: 13 **HP:** 20 **Initiative:** +6

Background: Folk Hero (Defining Event, Siblings Death)
Personality Traits: "I'm confident in my own abilities and do what I can to assist confidence in others."
Ideals: Respect: "People deserve to be treated with dignity and respect."
Bond: "Protect those who cannot protect themselves."
Flaws: "I am convinced of the significance of my own destiny."
Languages: Common

STR	13 (+1)
DEX	11 (+)
CON	16 (+3)
INT	11 (+)
WIS	18 (+4)
CHA	15 (+2)

Actions: Attack: +4 Mace, 3 (D6+2), bludgeoning

Features & Traits: Mace: +1, 3 (D6+2), bludgeoning

Spells: "Standard Day Prepared: Cantrip (Fire Bolt, Light, Prestidigitator, 1st Level Charm, Shield, Color Spray, Misty Step, Counterspell, Hold Person, 4 (1d6, 2d6))"

Proficiency Bonus: +2
Saving Throws: Wisdom & Charisma
Skills: Medicine, Religion, Animal Handling, Survival
Tool Proficiencies: Simple Tool (Carpenter's Tools)
Passive Wisdom Perception: 16

Elsa is the youngest of three sisters born into a common family among the farmsteads of the Oakfield Province. Her eldest sister married young and inherited the family farm, while her middle sister, a flaxen haired beauty named Alverna accepted the calling into the church of Freya. It was here she learned the rights of being a cleric began journeying into the wilds around Roslof Keep seeking to help adventurers. One fateful day, inside a small dungeon of a notorious mage-user, she was killed. The loss of her sister struck Elsa to the core, and she swore that she would someday take her sister's place amid the dregs of Freya. Putting her youth behind, Elsa adopted the use of her middle name, Clarion, when she entered the service of the goddess of love and war. Her mentors were impressed with her tenacity and drive, seeing her love of her sister as a catalyst for her desire to destroy her enemies. By 18 she was a full-fledged war priestess, and by twenty she had been dispatched to serve the population of Roslof Keep. It was during this time that she began seeing the reasons behind her sister's desire to enter the wilds. Adventures, both in Roslof proper and outside the keep, were abundant, and most of them were in dire need of priestly help. She initially began serving as a nurse to those returning to the town, but quickly grew tired of the bravado and belittling nature of many warriors she was attempting to put back together. Making a decision that would change her life, she decided to journey into the wilds herself, quickly making a name for herself as a traveling priestess who was a deadly with her mace as she was adept at her healing craft. This reputation grew into a kind of 'folk hero' status for her, and she often applied herself outside the realm of priest, even doing carpentry work for local villagers as she passed through settlements. It was this reputation that drew her to the service of Lord Aldeemmer, the patron of the fallen house seeing her as a perfect leader for his new Company of the Ivory Scimitar. Since the leadership of the company fell to her, she surrounded herself with folk she had met weren't the typical 'tank' fighters, including several demi-humans. This created both a diverse and respectable company, one not bent on challenging her for leadership because of her sex, but instead ready to assist where needed to complete the missions set before them.

Arkolf Shadecoral

Class: Fighter/Mage-Lvl 1st Level: 2nd/2nd

Alignment: Good/Good

Patron Deity: Rilline/Rahla

HP: 20 AC: 10 (Noc)

Languages: Common, Elven

STR	14
DEX	10
CON	17
INT	16
WIS	13
CHA	14

Items:
Infant +2
Leaving Cloak
Spellbook, Staff
Ham
Weapons of
Proficiency:
Trident Double
Specialized,
Dagger

Attack:Mace: Ht +5,
Damage +5
(#M 3/2)**Spells:**Sundered Day Prepared: 1st Level Mage
Mist, Shield

Spell Slot: 2 (1st)

Familiar:

Faint Dragon

Age: Level 3/silverback, HP: 6, Color: Orange, MR: 30%, Transformation: Arkolf, Mage-Lvl 1st Level 6th, Dual Level 2/silverback per DM.

Certainly the great bulk of humanity see dark elves as the most xenophobic and foreign of the elven race, but do not be fooled. While Sea elves are notorious for their harsh ways, and they can be as cruel and dangerous as the oceans they call home. As rare as an outcast clerk off, even fewer ways elves leave their waters to go among the land and various terrestrial races of the world. Arkolf Shadecoral is one of these oddities. Having forsaken all he knows to work among the folk of the dry air, he was the last of his tribe and therefore had nowhere else to go. Still, he is of the sea, and is known to carry a damp scarf which he places over his mouth during long stretches of physical activity. His skin becomes dry and flaky if he doesn't bathe regularly, and his skin is easy to burn in the harsh light of the sun. All these things, however, have not stopped him from finding a home among the surface dwellers. His mage has created an avenue to make coin, and his prowess with a trident keeps him out of trouble. These things, combined with his fierce dragon familiar, all paint a picture of a rather imposing and exotic soul. Such a descriptor would be laughed off by another calling Arkolf a friend, as his personality is anything but dark. He is a jovial soul, easy to smile and hard to anger. This natural charisma is what drew Clarton to him when she was forming the Ivory Scimitar. When approached for membership, Arkolf quickly accepted, knowing that his years of exile were countless which meant any new experience was one to be cherished while it lasted. Now, Arkolf serves as the Ivory Scimitar's backup mage-warrior and rear guard, his purpose one he sees as vital to the survival of the company.

Elsa Clarton Moonbright

Class: Cleric Level: 2nd

Alignment: Neutral/Good

Patron Deity: Freya

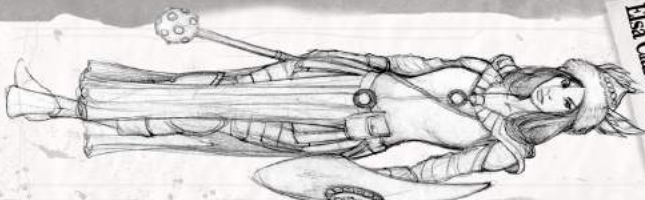
HP: 16 AC: 10 (Chain & Shield)

Languages: Common

STR	12
DEX	10
CON	15
INT	10
WIS	17
CHA	14

Items:Mace +1, Chain &
Padded Armor,
Kite Shield,
Winged Helmet**Attack:**Mace: Ht +1,
Damage +1**Spells:**Sundered Day Prepared: One Light
Wounds, Devot Foli, Communal Bless

Spell Slot: 4 (1st)

Weapons of
Proficiency:
Mace, Hammer

Elsa is the youngest of three sisters born into a common family among the farmsteads of the Oakfield Province. Her eldest sister married young and inherited the family farm, while her middle sister, a flaxen haired beauty named Aelena accepted the calling into the church of Freya. It was here she learned the rights of being a cleric, began journeying into the wilds around Roskil Keep seeking to help adventures. One fateful day, inside a small dungeon of a meditation mage-warrior, she was killed. The loss of her sister struck Elsa to the core, and she swore that she would someday take her sister's place and the clergy of Freya. Putting her youth behind, Elsa adopted the use of her middle name, Clarton, when she entered the service of the goddess of love and war. Her mentors were impressed with her tenacity and drive, seeing her love of her sister as a catalyst for her desire to destroy her enemies. By 18 she was a full-fledged war priestess, and by twenty she had been dispatched to serve the population of Roskil Keep. It was during this time that she began seeing the reason behind her sister's desire to enter the wilds. Adventures, both in Roskil proper and outside the keep, were abundant, and most of them were in dire need of priestly help. She initially began serving as a nurse to those returning to the town, but quickly grew tired of the innards and tedious nature of many warriors she was attempting to put back together. Making a decision that would change her life, she decided to journey into the wilds herself, quickly making a name for herself as a traveling priestess who was a deadly with her mace as she was adept at her healing craft. This reputation grew into a kind of folk hero status for her, and she often applied herself outside the realm of her priest, even doing carpentry work for local villagers as she passed through settlements. It was this reputation that drew her to the service of Lord Almarin, the patron of the fallen house, seeing her as a perfect leader for his new Company of the Ivory Scimitar. Since the leadership of the company fell to her, she surrounded herself with folk she had met that weren't the typical tank fighters, including several demihumans. This created both a diverse and respectable company, one not bent on challenging her for leadership because of her sex, but instead ready to assist where needed to complete the missions set before them.

Almus of Far Zimboley

Class: Mage-Lvl 1st Level: 3rd

Alignment: Lawful/Neutral

Patron Deity: Hecate

HP: 10 AC: 10 (Mage)

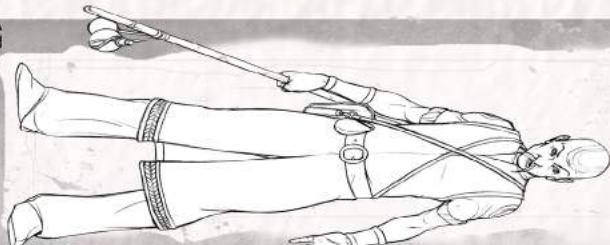
Languages: Common, Dwarven, Black Speech

STR	12
DEX	10
CON	12
INT	17
WIS	13
CHA	8

Items:
Staff +1,
Spell Case: Minor
Mask of 3rd
Level Shield,
Kerak Rides,
Spellbook and early
materials
Weapons of
Proficiency: Staff

Attack:Ht +1,
Damage +1**Spells:**Sundered Day Prepared:
Mist, Shield, Dancing Lights,
2nd Level Communal Light

Spell Slot: 2 (1st), 1 (2nd)



Zimboley, ancient fallen kingdom and home to the Cities of the Opal Gates. Here, millennia ago, Wizards played god in the old Nublar Deserts, and their servants studied their arcane lexings to become powerful home-mages. It is from these ancient magical bloodlines that the Bles of Almus were born. Hailing from the slave city of Thadon, Almus bears the tattoos of the Cuth of Light, and his mage reflects their practices. Still, knowledge is power, and his cult was small, so he decided at a young age to leave Zimboley and seek power elsewhere. In that cursed city, he discovered many secrets, and found the Order of Towers ready to reach magically adept students. Still, he wasn't yet ready to join another guild, and so he traveled farther afield, following the word of rumor all the way to Oakfield and Roskil Keep. Once at the keep, he quickly found out that the banner companies weren't really entered and so he spent a year studying, listening, and making allies among the locals. When he first heard that House Almarin was once again bringing out their standard, he decided it was time to act. He followed Clarton into the woods outside the keep in hopes she would find herself in need of assistance from someone with his arcane skillset. Instead, he was tricked and nearly killed by maintaining goblins. He was saved by the monk Zen of No Words, who brought him back to the keep where he sought training from the Church of Freya at his insistence. Here, he finally encountered Clarton and although his attempts to get in her good graces were met with little success, Zen seemed to like it off with her easily. Weeks later, when Clarton asked Zen to join the company, Almus was there, having invested every moment in a friendship with the rather bland monk. His play worked, and Almus insisted if he were to join Clarton's company then, so too would Almus. Now, Almus has what he desires: a place in the banner companies, but he understands that as he gains power from his adventures, so too must he have a way to increase his arcane knowledge. To this end, he is heading toward a place among the Order of the Towers, but as yet has not taken the leap.

Ealander Thornthistle

Class: Thief Level: 3rd

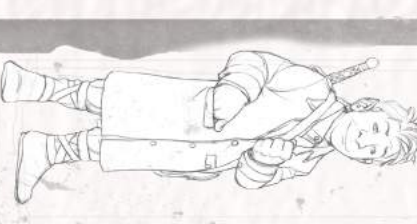
Alignment: Neutral

Patron Deity: Pan

HP: 14 AC: 7 (Noc)

Languages: Common

STR	10
DEX	17
CON	12
INT	10
WIS	9
CHA	11

Items:Travelling Cloak,
saddlebag, Short
Sword +2, Jammy
broadsword, dagger,
various pouches,
dresses for 6**Attack:**Short Sword
Ht +2,
Damage +2Thieving Skills: PP 35%, CL 38%, R/FT 5%, AS 25%, HS
5%, IH 20%, CN 62%, RL -Weapons of
Proficiency:
Short Sword,
Dagger

There are always 'those families', the odd ones, the ones with the black sheep syndrome. Well, in Oakshire Fair, home to dozens of halfling clans, the Thornthistles are the ones you need to steer clear of. Many whisper that they are mad, and they aren't exactly wrong as dementia, paranoia, and irrational anger are traits that the Thornthistle line has in abundance, especially as they age. Several generations of Thornthistles have been born with adventures in them, most retiring to lonely, if open, holes to live out their days in solitude away from the rest of the Fair. Ealander is the grandson of a female adventurer who managed to find a husband that didn't know better from Perlor of the Tall Ships. His father was the only offspring of that union, and traveled south to Taxx seeking a fortune in the City of Cursed Stone. Although his adventures there were short lived, Ealander did spring from a union formed with a 'civilized' halfling family. The young Ealander was raised in the Fair, although at arms-length from even the stout Hardbottles, but nevertheless began wandering farther and farther from home as he grew. This wandering did little to help his reputation, but he didn't seem to mind, instead finding ways down to Roskil Keep where he sold his services as a scout to local adventurers. When skills with various locks or even stealth were needed, Ealander would oblige, and his reputation among the locals grew until he was enlisted into the Company of the Ivory Scimitar, since joining the Company, he has served as dungeon scout, trap-finder, and all-around treasure seeker. His dexterity, gft, and seemingly fearless nature has served him well, although Clarton sometimes feels it will eventually lead to the young halfling's demise.

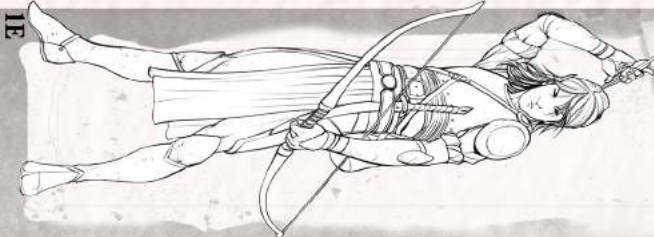
Linglion Stillwater

Class: Ranger **Level:** 2nd
Alignment: Neutral Good
Race: Dwarf
Patron Deity: Elation Iskre
HP: 20 **AC:** 6 **Leather**
Languages: Common

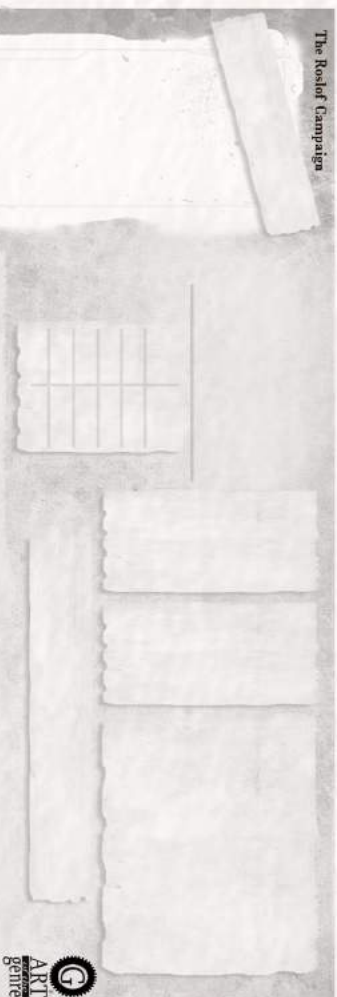
STR	13
DEX	16
CON	10
INT	11
WIS	15
CHA	11

Items:
Shinbow, 24
Amros, Longsword,
Leather Armor,
Tinker's Clock,
Sword of the
Wizards of
Poderancy, Bow
Specialization,
Longsword,
Dagger
Attack:
Shortbow: Hit
+2, Damage: +3
(#At 2/1)

Linglion is an outcast, which is to say an elf that mingles with the likes of humans and other races. However, he's also a warden, meaning he has been given certain rights by his xenophobic people to interact with humanity and still be able to speak with his own kind, although he can no longer live among them. To silvan (wood) elf culture, Wardens are a necessary 'evil', a sacrifice some of their brave and adventurous people take on to act as intermediaries, diplomats, and traders with cultures outside their cloistered homes in the Stranger's Deep. Still young among his kind, Linglion has fully embraced his job and adapted to human culture (which is why his people won't let him back in as they know the corruptive power of humankind). He spent several years patrolling the woods around Roselief Keep, and it was on one of his many walkabouts that he met Clarion Moonbright. She was a strong soul, very human in her nature, and instantly captivated him with her drive. They spent a year meeting in the woods around the keep until the day she was taken in by Lord Aldemmer and made the head of the Ivory Schmitar. It was then that she asked Linglion to join her. At first he balked at the invitation, but considering the nature of the dungeon, and its even creator, he decided it would be in both he, and his people's, best interest to make a play for the prize in its depths. Since that day, Linglion has tirelessly recruited for the company and his skills with hunting and a bow have come in handy, even below the surface.



1E



1E

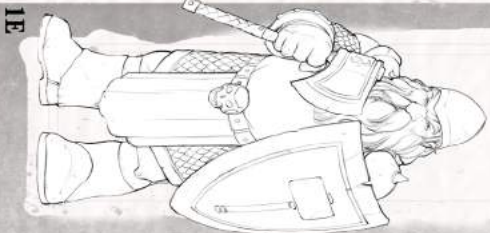
Gorm Grimsshade

Class: Fighter **Level:** 2nd
Alignment: Lawful Neutral
Race: Dwarf
Patron Deity: Clangorin Sherketrad
HP: 24 **AC:** 4 (Chainmail + Shield)
Languages: Common

STR	16
DEX	10
CON	17
INT	10
WIS	11
CHA	9

Items:
Axe, Chain Armor,
Kite Shield, Helm,
Irons, Longbow
Weapons of
Proficiency: Axe
Doubt
Specialized, Flak
Attack:
Axe: Hit +4,3
Damage: +3
(#At 3/2)

Gorm is a good dwarf, a sturdy and stout fellow with a love of whisky and pipe smoking like most of his folk. Still, instead of working in a mine or as a crafter, he decided at an early age he wanted to travel the world and find some of the great treasures lost over the ages by his people. It was this thirst for lost relics that drew him first to Tanax, and then the rumors of the ancient labyrinth below Roselief Keep to the far north of that city. Selling his services as a hired axe, he made his way to the Oakfield Province and went about working for caravan masters along the great trade road, occasionally taking forays into the woods around the keep in search of forgotten tombs and lesser dungeons. It was always his hope that he could eventually join one of the legendary banner companies of the keep, and so he would always return there to share stories of his forays with other hopeful adventurers. It was on one of these trips to the keep that he met Linglion Stillwater, an elven ranger who had recently been recruited by House Aldemmer. Although from different worlds, the two quickly grew into fast friends, and Linglion eventually pitched Gorm's name to Clarion who then turned it over to Lord Aldemmer. Once recruited in the Company of the Ivory Schmitar, Gorm has become their front line fighter. He blazes the way with the help of Clarion, the two forming the front rank as they take on the foes beneath the surface. It is Gorm's hope that he can eventually defeat the dungeon, claiming its greatest treasures for his people.



1E

Zem of No Winds

Class: Monk (Overall Score) **Level:** 2nd
Alignment: Lawful Good
Race: Dwarf
Patron Deity: None
HP: 12 **AC:** 3 (None)
Languages: Common

STR	15
DEX	15
CON	11
INT	12
WIS	15
CHA	16

Items:
Self, Ring, Socks,
Sash, Hat,
Weapon of
Proficiency: Staff,
Belted Tunic,
Sash, Monks
Shawl, Shoes
1. Tunic, 2. Sash
3. Immaculosity
Weapon
1. Weapon, Cudgel

Attack:
HP - Damage
- (Self-Damage
is 1-4)

Maneuvers: Movement 5, Weapon 3

Ki Power: Move versus magical attack and take no damage (1/day)
Thieving: Thieves: 01.29%, R/FT 22%,
MS 31%, HS 30%,
HN 10%, CW 30%, RI -
Martial Arts: Binding Bamboo Wye
(Form: Set, Principle: Metastatic Weapon)
AC Bonus: +4, #At 1, Damage: Dmg 1d8

Zem is an unfortunate son. Born to a lovely farming family, Zem dreamed of someday becoming a great warrior, but his eyes were too poor for much of anything save planting and animal care. So he spent his youth tending around his farm until the day he came across a blood-covered man leaning against a tree near the fields. The man spoke no common, and his look was that of a foreigner far beyond any border even the traders from Tan spoke of. Having a kind heart, Zem gave the man his lunch and brought him water. The stranger took the food, drank the water, nodded and then limped away. The next day the stranger returned, his terrible wound miraculously healed and a staff in his hand. He approached Zem and bowed again before knocking the staff lightly against the one Zem used to help him negotiate uneven ground because of his eyesight. At first taken aback, Zem tried to depart, but the man blocked him and continued to tug his staff until Zem attempted to knock him away. In an instant he found himself on the ground, the stranger leaning over him with hand outstretched to help him up. Zem, still uncertain, got up and went home, but the next day the stranger appeared again ready to meet Zem's staff with his own. This continued day after day, and with each contest Zem grew better at warding off the man's attacks, now techniques to offense and defense taught along the way as the summer passed into fall. Before the first snow, the stranger disappeared, but Zem continued to practice what he had been taught, and come spring the stranger appeared again. This time, their combat was more forceful, and the stranger seemed pleased Zem hadn't stopped his training when winter had come. After their battle, the stranger offered Zem a gift, a fine pair of crafted spectacles. Putting them on, Zem found a whole new world before him, and the man smiled, bowed, and left without a word. Zem never saw the man again, but he continued to train, finally leaving the farm and utilizing the new sight and abilities to help those in need along his travels. After a year he found himself in Roselief Keep, and it was there he saved the life of the mage-user Almus and then joined the Company of the Ivory Schmitar. His strong sense of justice has prevented him to a confident of Clarion, but he knows that he doesn't worship a god and therefore a bit of a soul does intrigue what Zem only dreams of, that one day Clarion will be more than his commander, although he speaks to no one of this fact.



1E

THE FOLIO

The Complete Roslof Keep Campaign

Scott Taylor and Mark Timm

“...Night fell again on the ancient keep, whatever had been relegated to life below the surface for so many years finally finding its way to the streets and only the Company of the Ivory Scimitar has a chance to stop it.”

Follow the exploits of the Company of the Ivory Scimitar as it starts from nothing to become the greatest Mithel company in history. Brave the dangers within the intelligent labyrinth of the mad fey Mithelvarn. Fight enemies both above and below ground, enter the wildlands, wage a war against an insidious corruption, and finally take the plunge into a sunken dungeon. Can you and your players find a way to outwit your competition for the ultimate prize, immortality, or will the Infernal Machine win out and destroy the entirety of Roslof Keep?



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