

Roslof Keep

Fourth Age: 3836

Population: 4930

Lord: Samuel Snee [Age 68, Lawful Evil]

Sheriff: Barist Mourm [Lawful Neutral]

Provincial Ranger: Carlton The Tall Pine

[Chaotic Good]

Priest: Friar Quinn of White Teeth Bay

- A: Traveler's Inn
- B: House Aldenmier
- C: House Bri'yann
- D: House Narolo
- E: House Fey'Brace
- F: House Vara'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



The keep itself 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.

START



Village

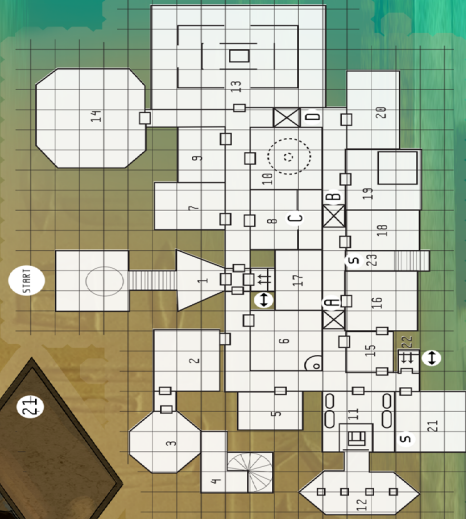
Part One

of

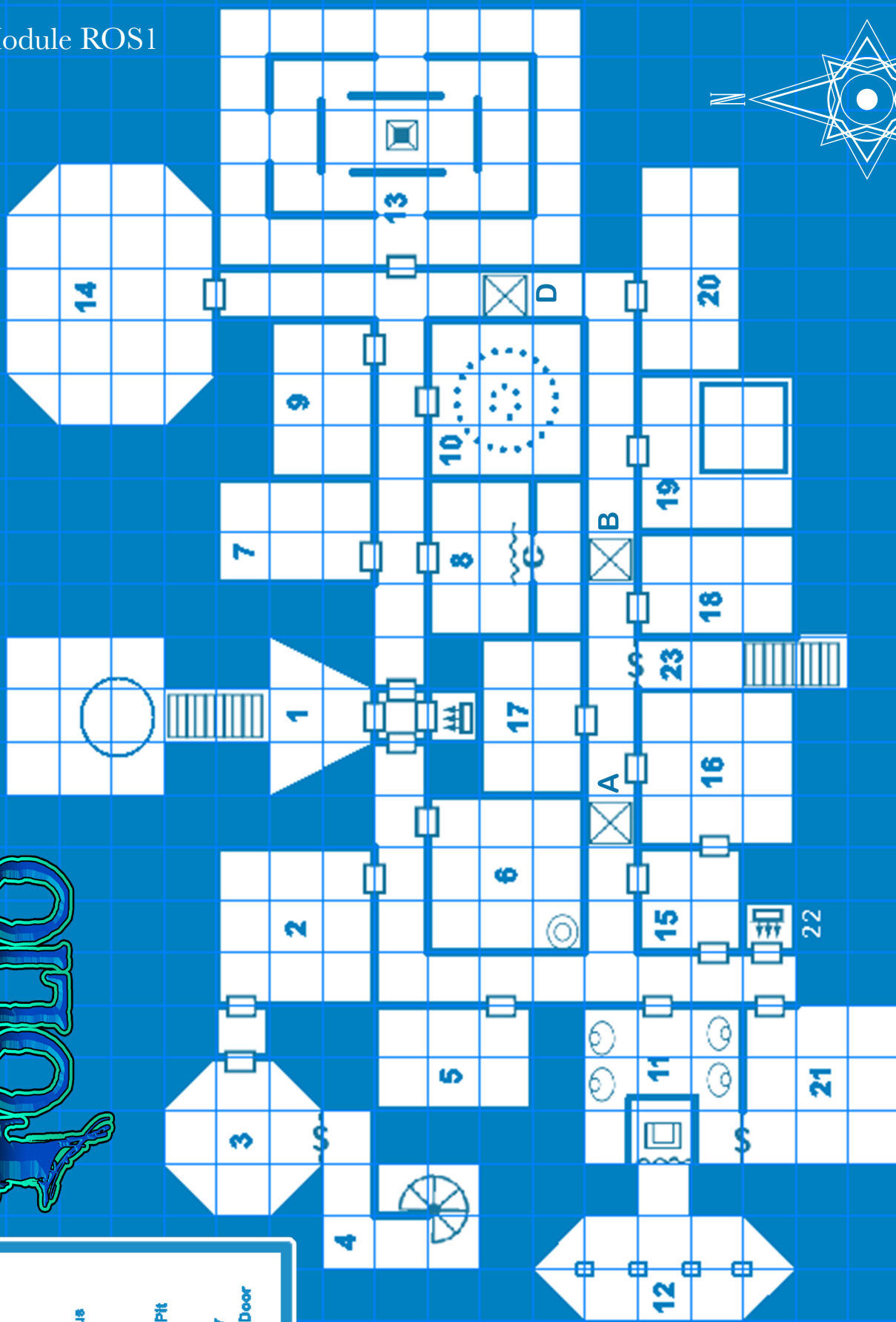
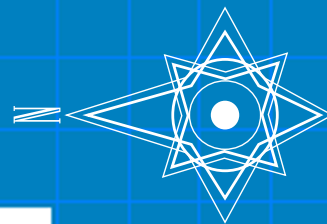
The Roslof Campaign

ROS1 Beneath Roslof Keep

Standard Dungeon 1-3rd level



- C CONCEALED DOOR
- S SECRET DOOR
- ARROW TRAP

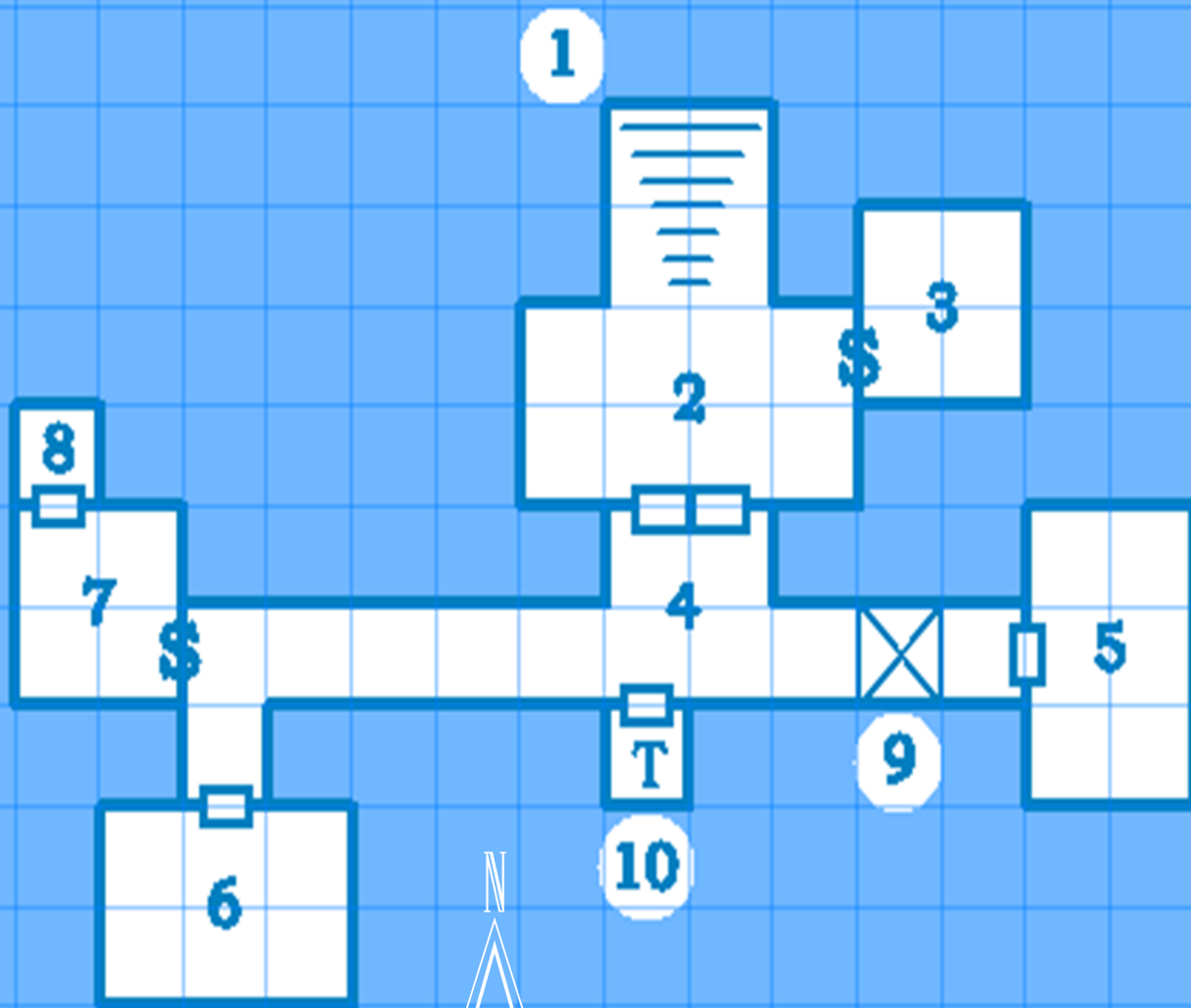


- Stairs
- Tapestry
- Throne
- Door
- Sarcophagus
- Pillar
- Arrow Trap
- Concealed Pit
- Open Pit
- Secret Door
- Concealed Door

THE FOLIO

Folio Module ROS1.5

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



Daern Kellon

Knobby End

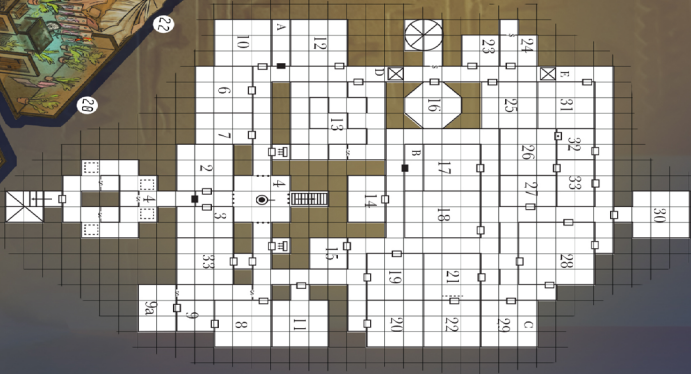
Roslof Keep



- 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

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

Around the keep lies the town of Daern Kellon, and it is there that you can find the bulk of the population of 4,990 souls living along the Great Frontier Road. Daern Kellon 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.

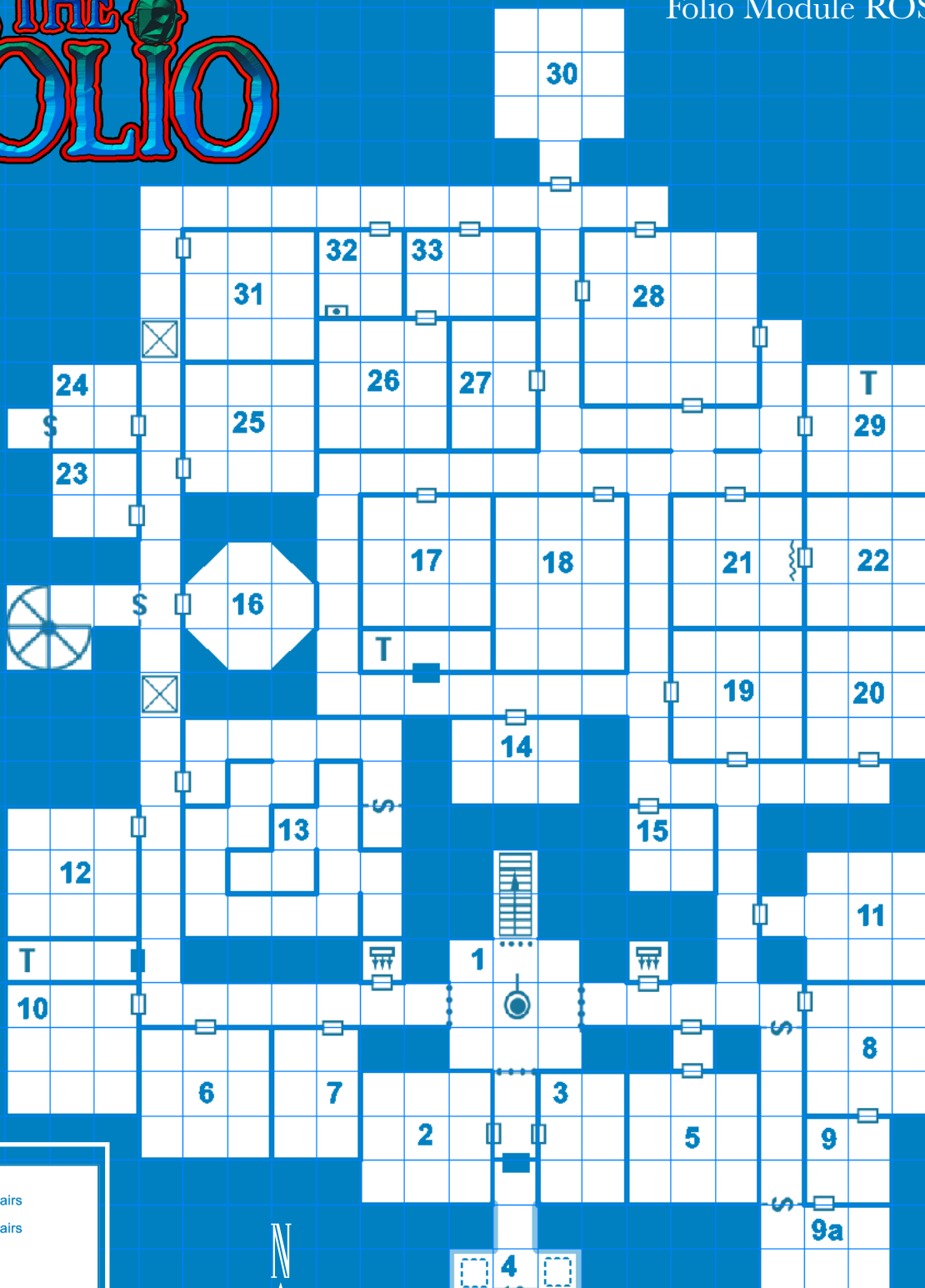


Part Two

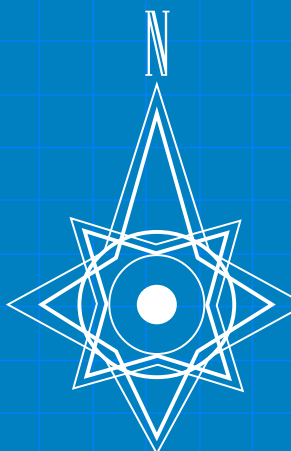
of

The Roslof Campaign

Standard Dungeon
Expansion Levels
3-5



-  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



* objects on map are not to scale



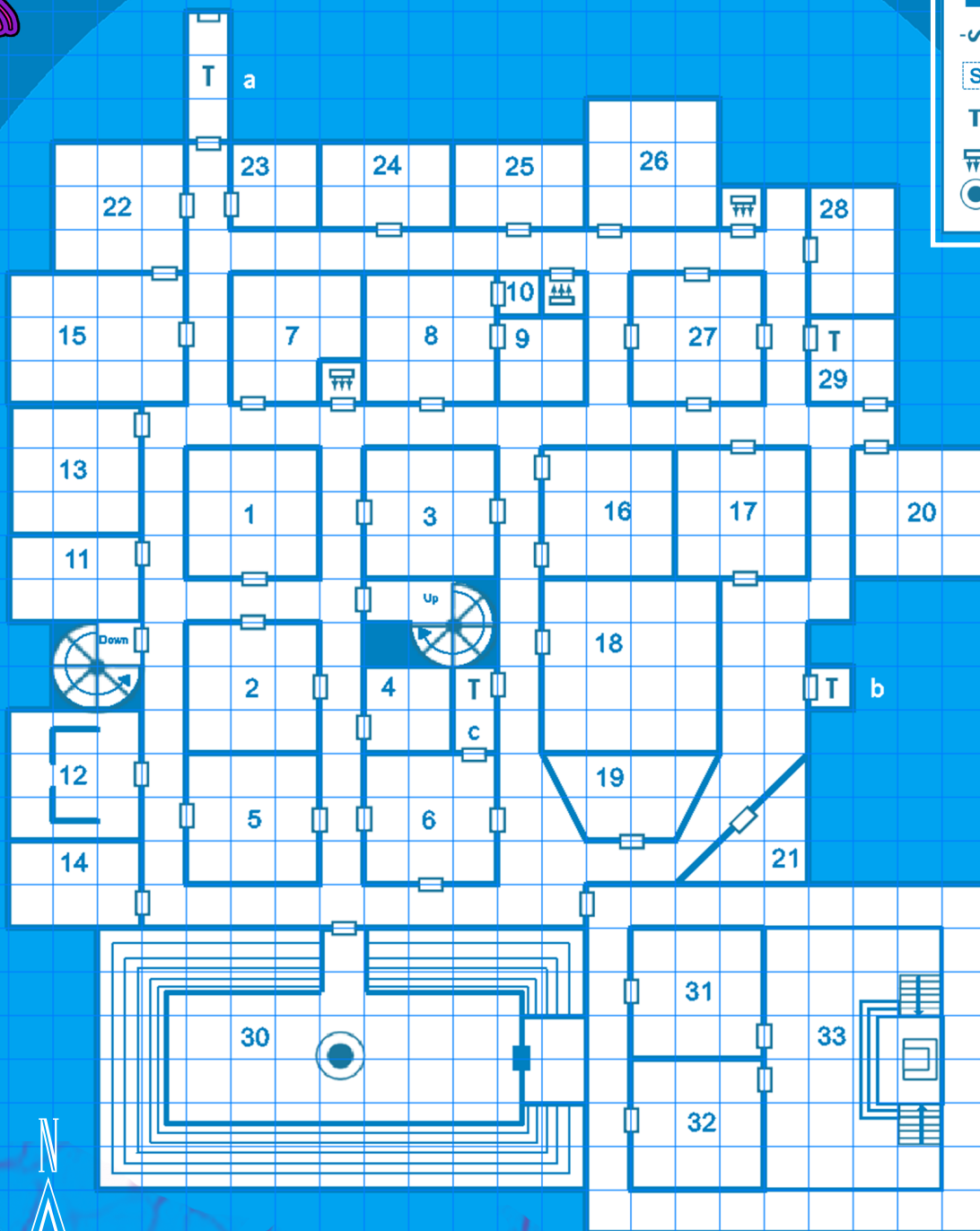
- S SECRET DOOR
- ↔ ARROW TRAP
- △ FLAME TRAP



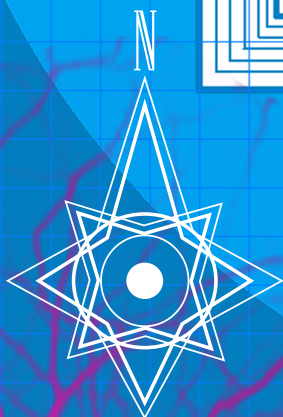
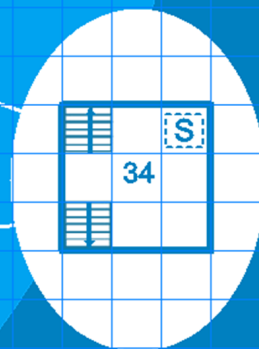
The Oakfield Province lies along the great trade road between Ketton Keep to the West and Peridot of the Tall Ships in the East. It has become a small outpost of civilization amid the chaos of the Kelmaalin Wildlands & the O'lanstard Deadlands, buffering humanity against the encroachment of countless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

Part Three of The Roslof Campaign Standard Dungeon Expansion Levels 5-7

Folio Module ROS3



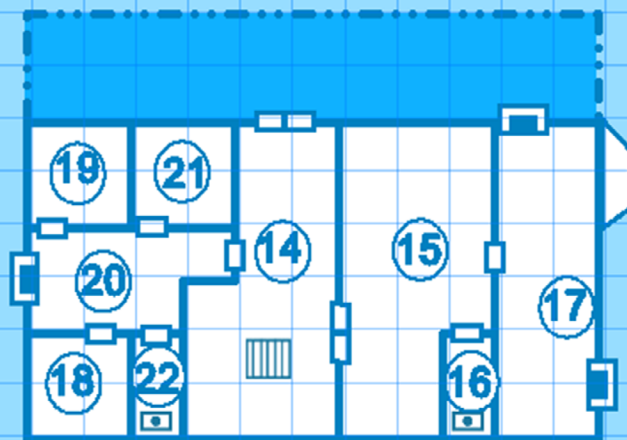
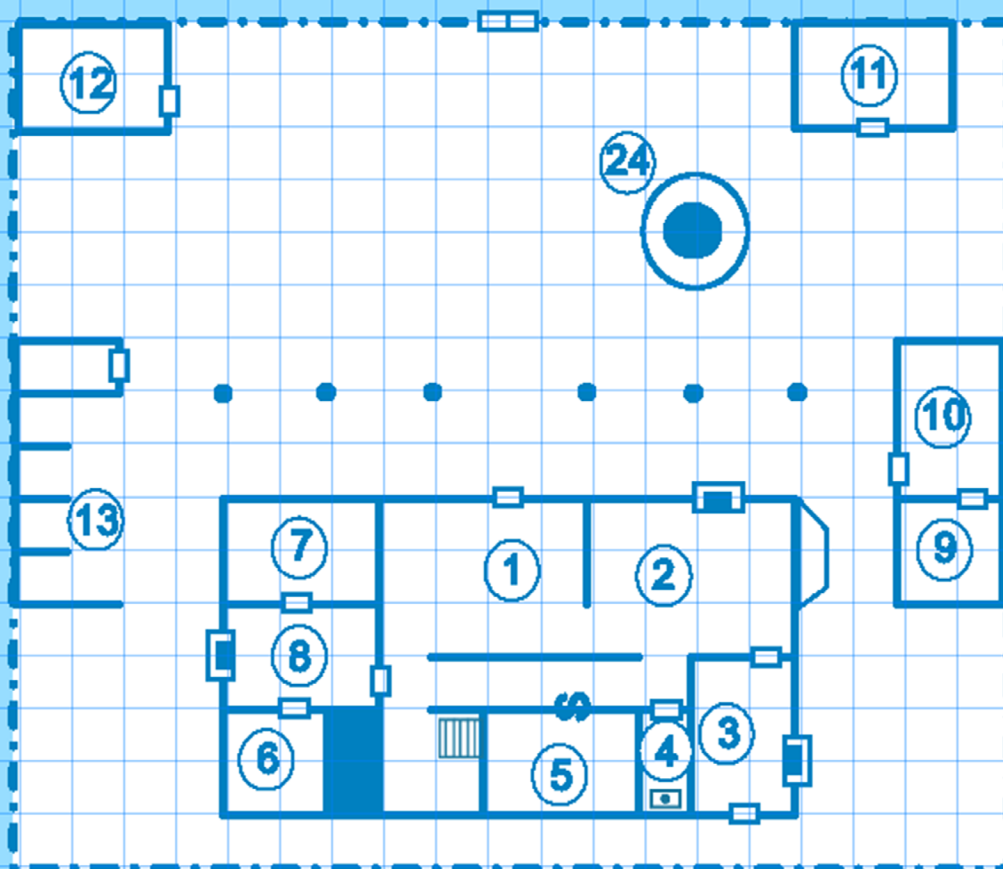
-  Spiral Stairs
-  Stairs
-  Door
-  Door, Metal
-  Door, Secret
-  Secret
-  Trap
-  Trap, Arrow
-  Well



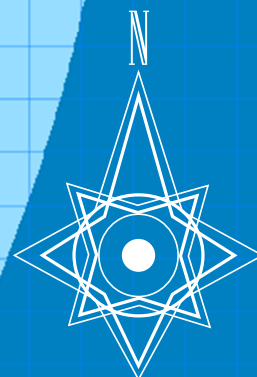
THE FOLIO

Folio Module ROS3.5

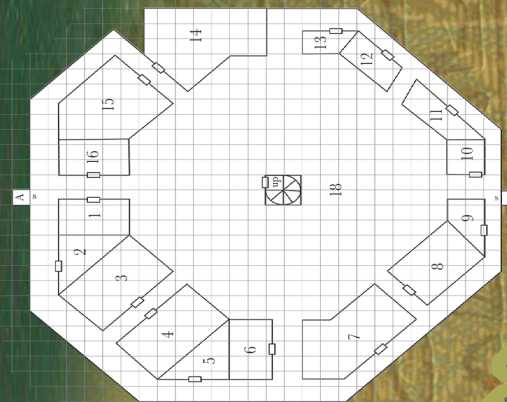
- Balcony Post
- Door
- S- Door, Secret
- Fireplace
- Privy
- ▤ Stairs
- - - Wall
- Well



Upper Level



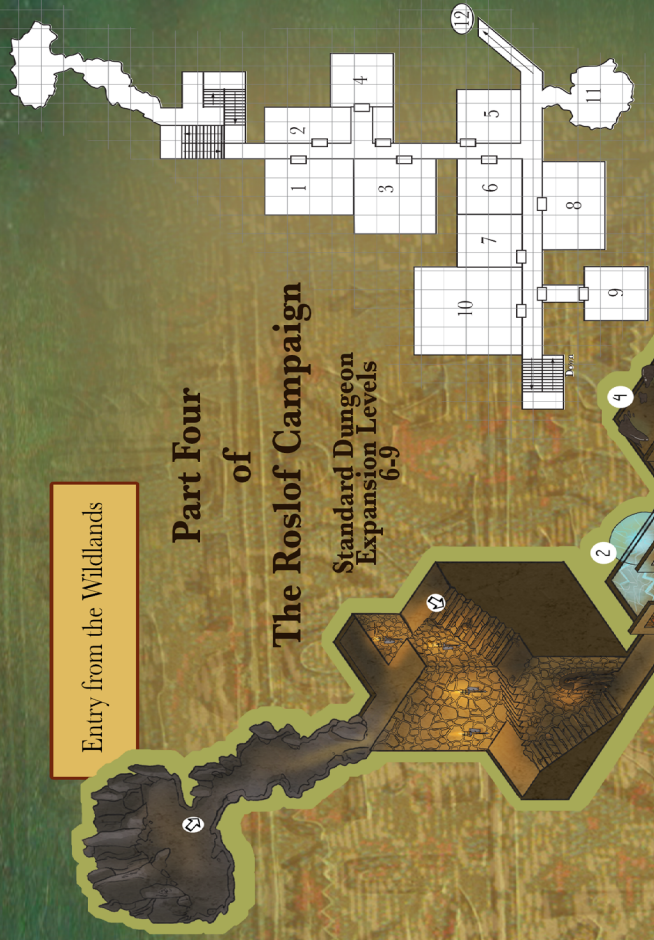
Burn the Burning Dead



Glade

Mithelvarn'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



Part Four
of
The Roslof Campaign
Standard Dungeon
Expansion Levels
6-9

Entry from the Wildlands



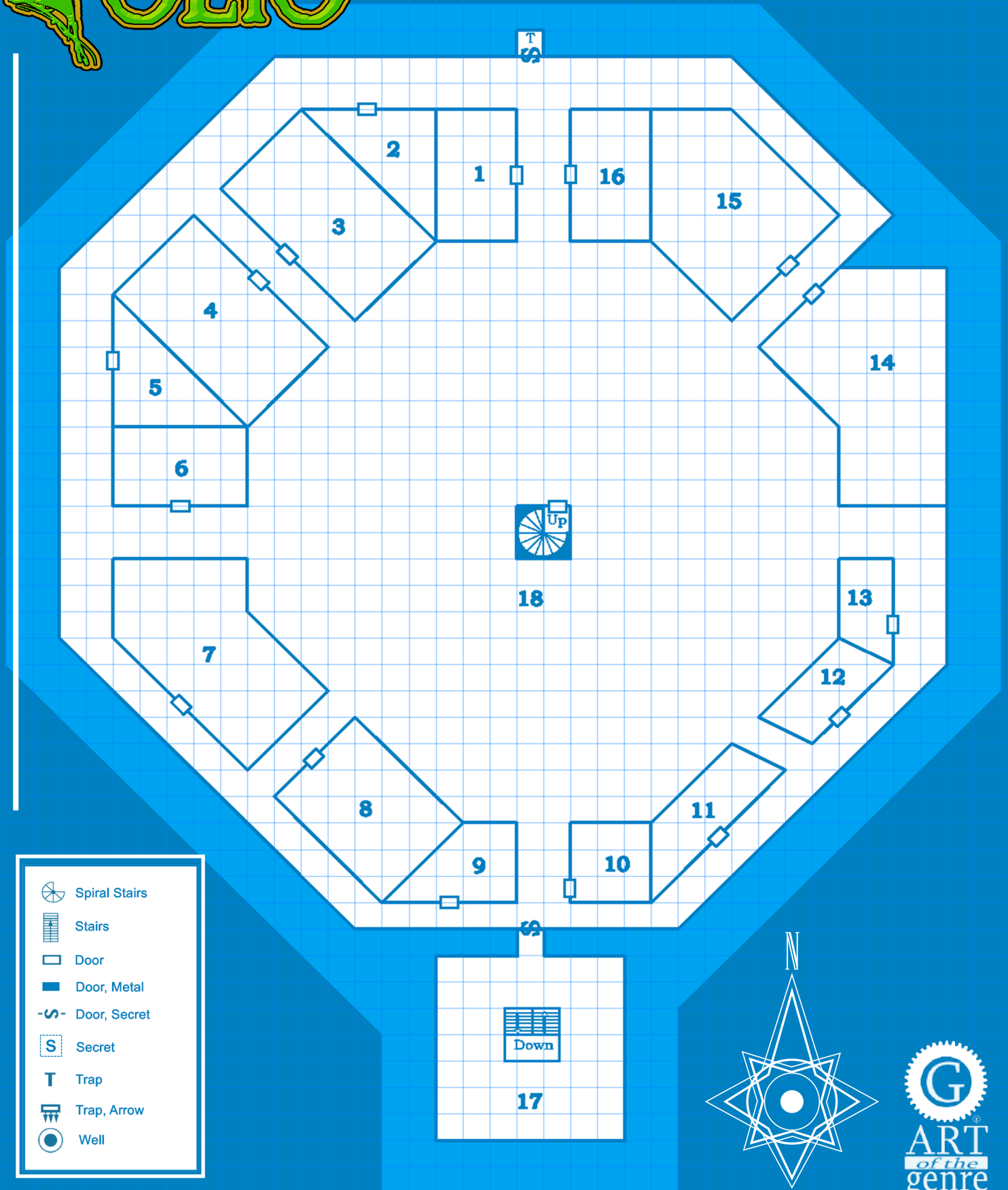
Entry to
Mithelvarn's
Dungeon
Level 5

'The Hill', home of one of a dozen mysterious dungeons located deep within the Keldalin Wildlands. The Wildlands are populated by massive runestones and notorious monsters, only Roslof Keep holding the line against chaos and disaster.

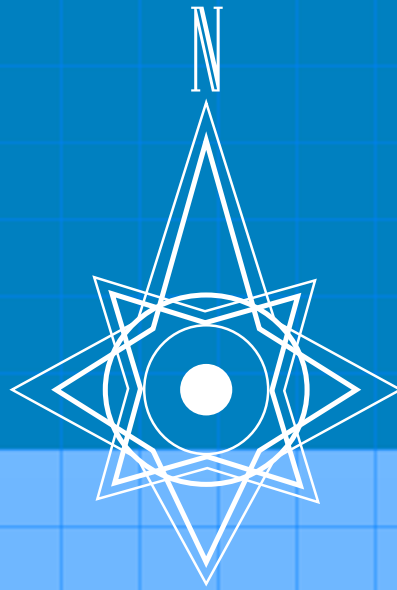
Halls of Burning Hill



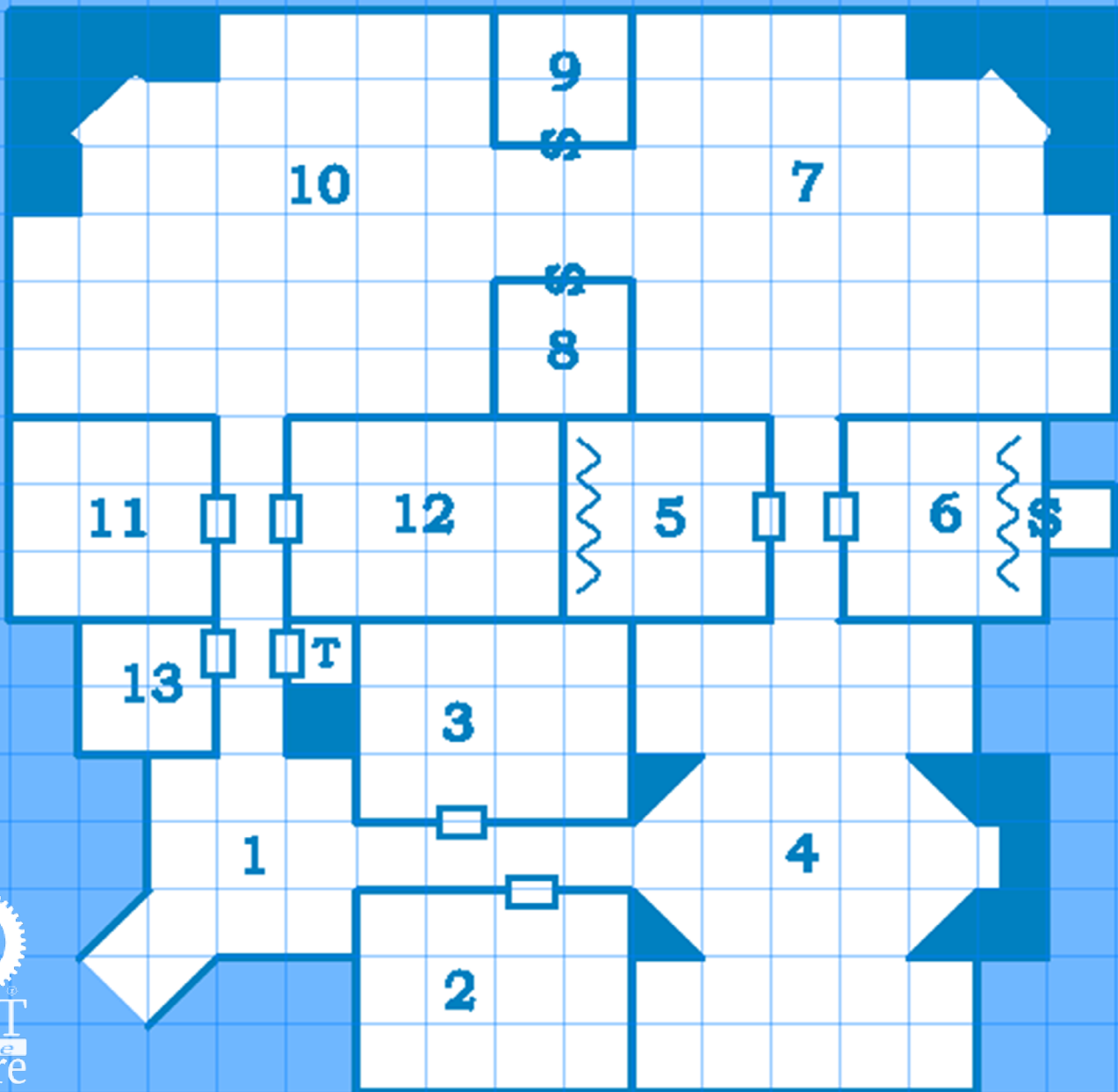
Folio Module ROS4







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



Flooded Halls

Part Five of The Roslof Campaign Standard Dungeon Expansion Levels 8-10



S	SECRET DOOR
C	HIDDEN DOOR
T	TRAP

17 Level 2

17 Level 3

17 Level 4

17 Level 2

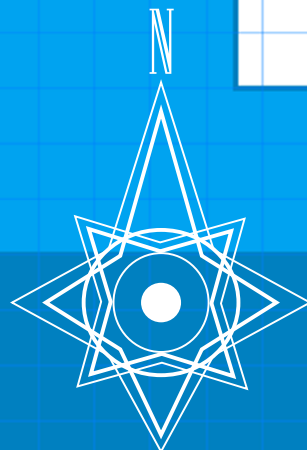
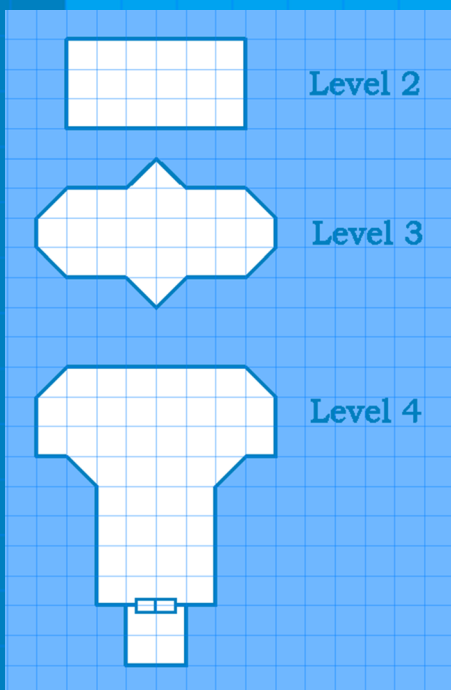
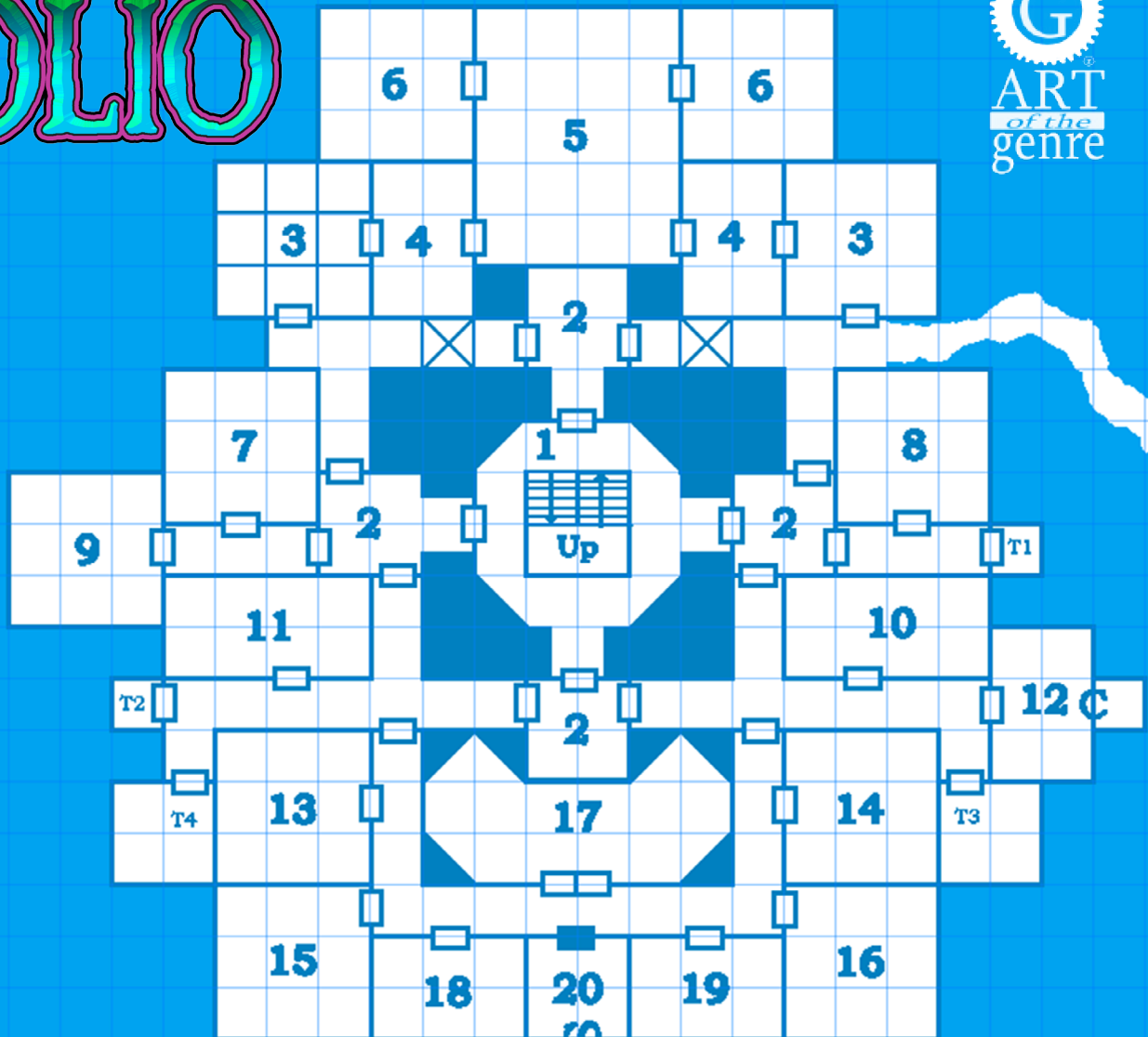
17 Level 3

17 Level 4

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



Folio Module ROS5

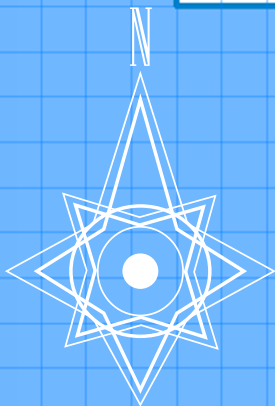
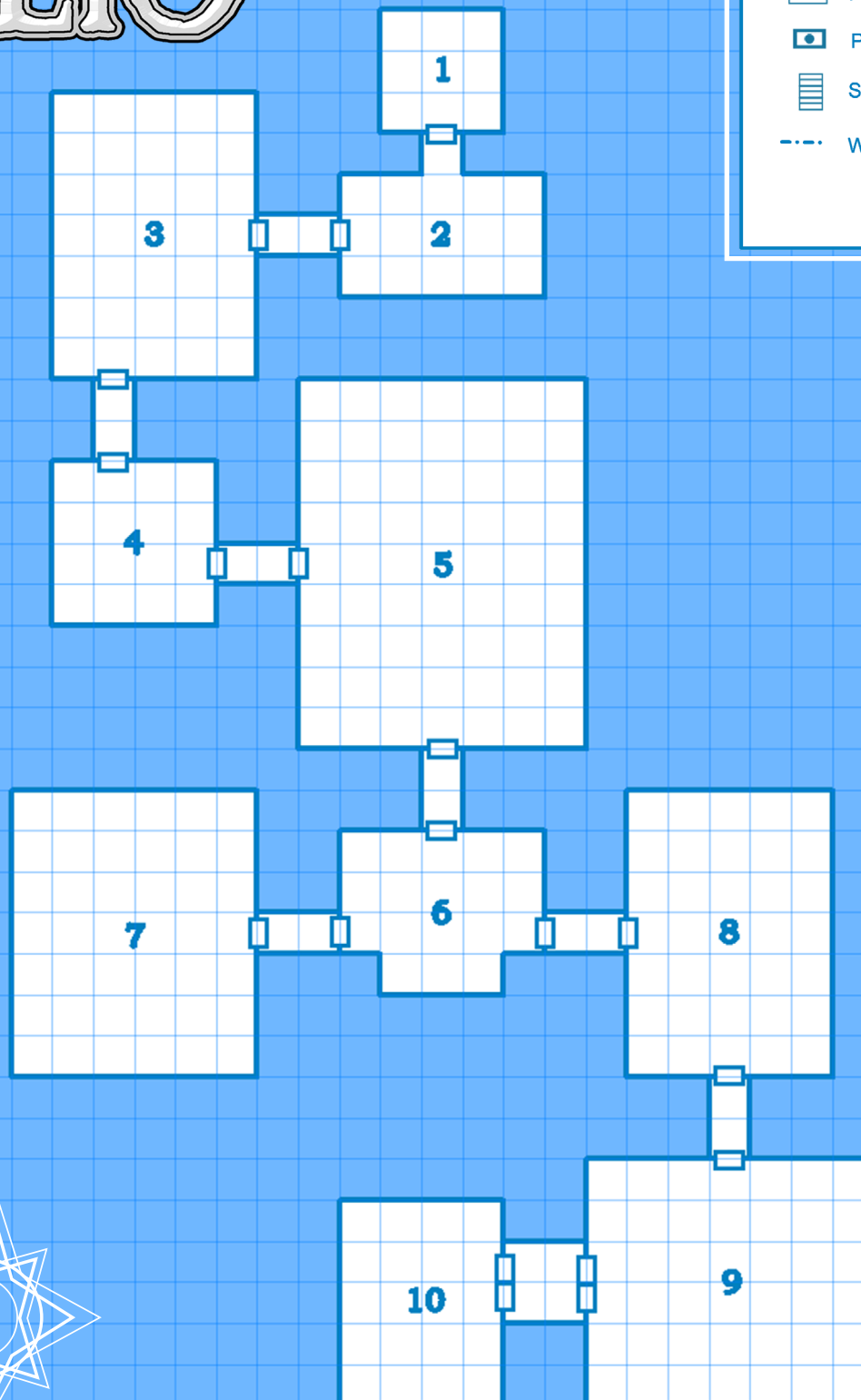


	Spiral Stairs
	Stairs
	Door
	Door, Metal
	Door, Secret
	Secret
	Trap
	Trap, Arrow
	Well

THE FOLIO

Folio Module ROS5.5

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



The Realms of Madness and Despair

Final Room
The Lair of the Psionic Deceiver!



The Chaotic Abode of the Mad Jester



Final Room
The Temple of the Dark Fey Priestess



- 5 SECRET DOOR
- 6 HIDDEN DOOR
- 1 TRAP

Part Six of

The Roslof Campaign

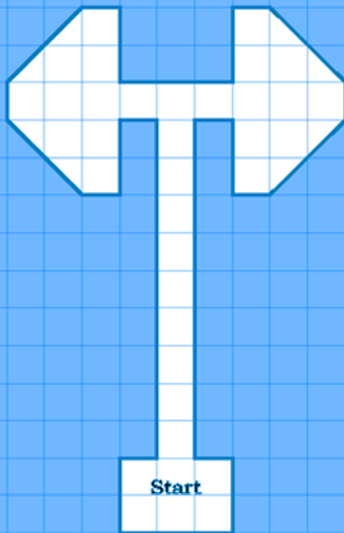
Standard Dungeon Expansion Levels 10-12



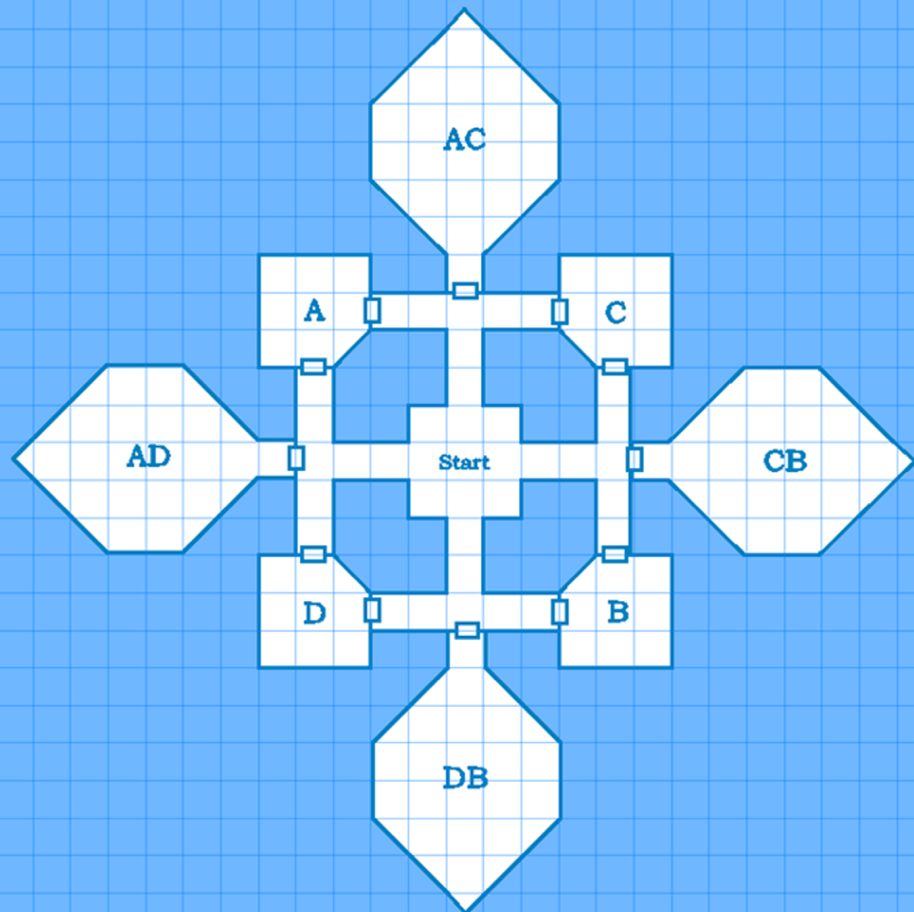
The Ivory Scintilar has almost done the impossible, clearing five levels of Mithkevart's Dungeon, but now the final challenge awaits in 'The Realms of Madness and Despair! Can they face four unique micro-dungeons and bosses to finally gain access to the Infernal Machine and the seed of its power?

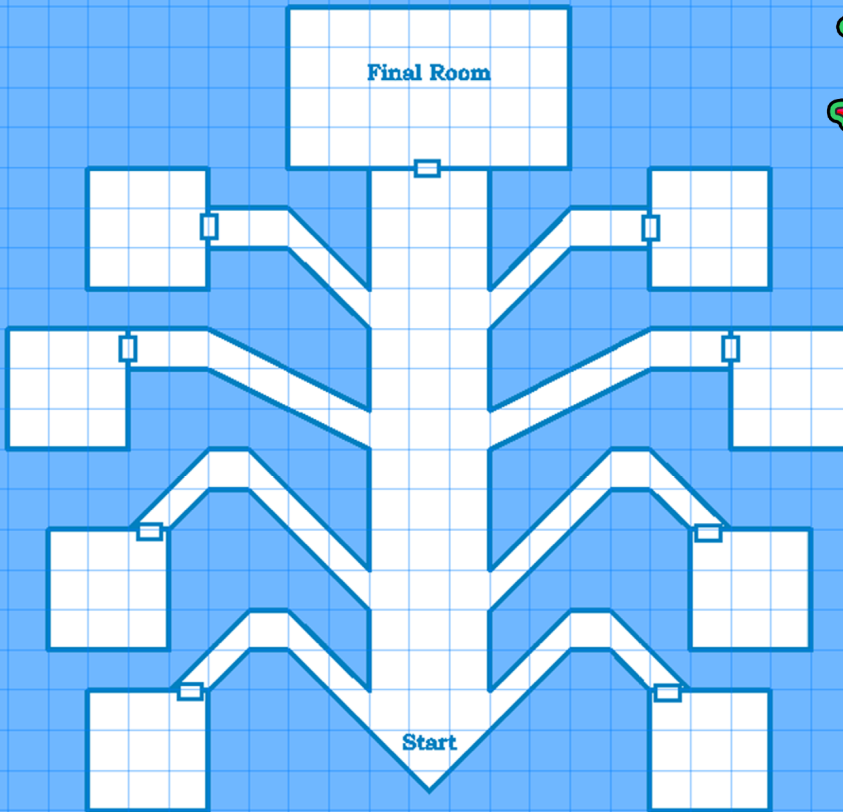
The Hall of the Frost Giant Yarl

THE FOLIO



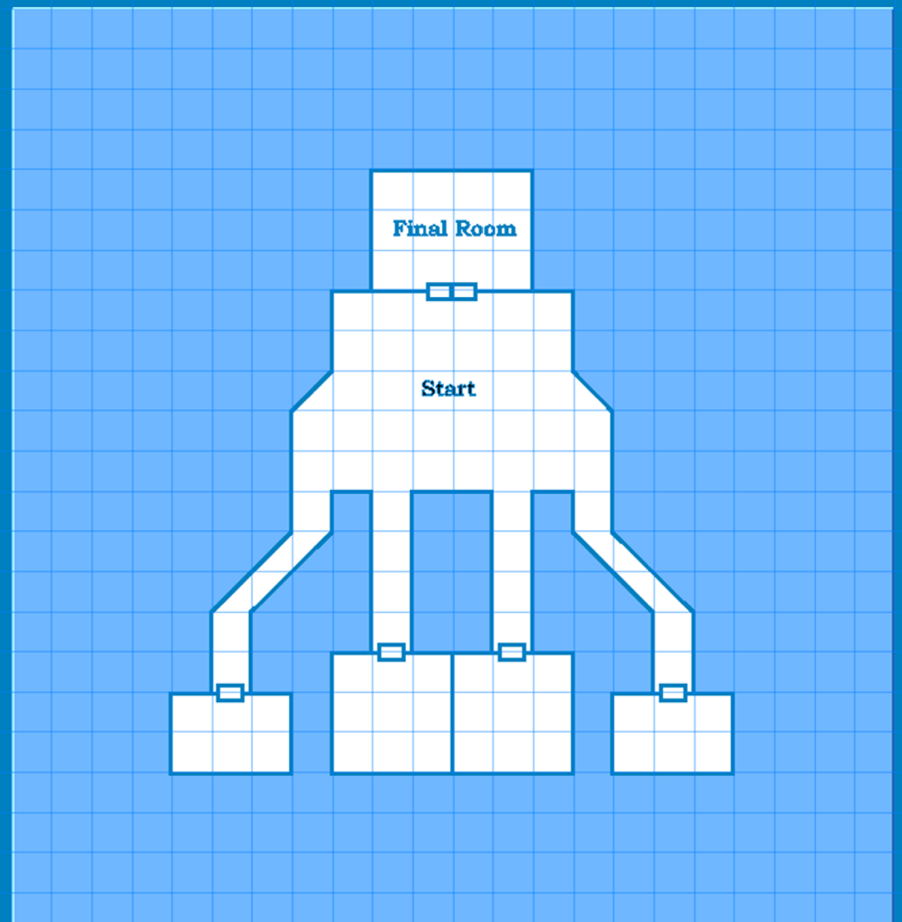
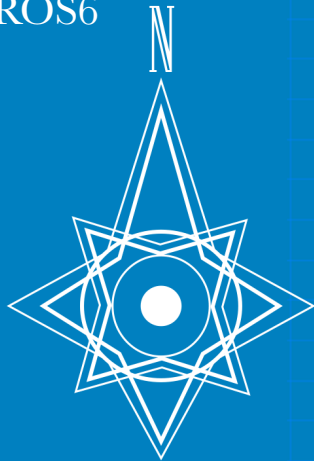
-  Spiral Stairs
-  Stairs
-  Door
-  Door, Metal
-  Door, Secret
-  Secret
-  Trap
-  Trap, Arrow
-  Well





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

Folio Module ROS6



THE FOLIO

Folio Module ROS6.5

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

