

ROS4.5

Bonus Module

THE FOLIO

Mini-Module



ROSLOF KEEP CAMPAIGN

Hammer's Fall in Anarchy

Mini-Module ROS4.5

by Scott Taylor

Hammer's Fall in Anarchy is a fully 1E & 5E compatible adventure for character levels 5-8 and contains all information and maps needed to run an excursion into this unknown section of 'The Hill'.

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.



Dungeon Master's Notes

Mini-Module ROS4.5

Hammer's Fall in Anarchy

Mini-Adventure for Characters
Levels 5-8

Synopsis:

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.

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

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 Seven.

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 spider-webs 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 kind of door, 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) and 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) and 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, a short pedestal with a rune-covered surface glows 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 placed 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 glowing piece of metal across from a massive blazing 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 PEARLS 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)]

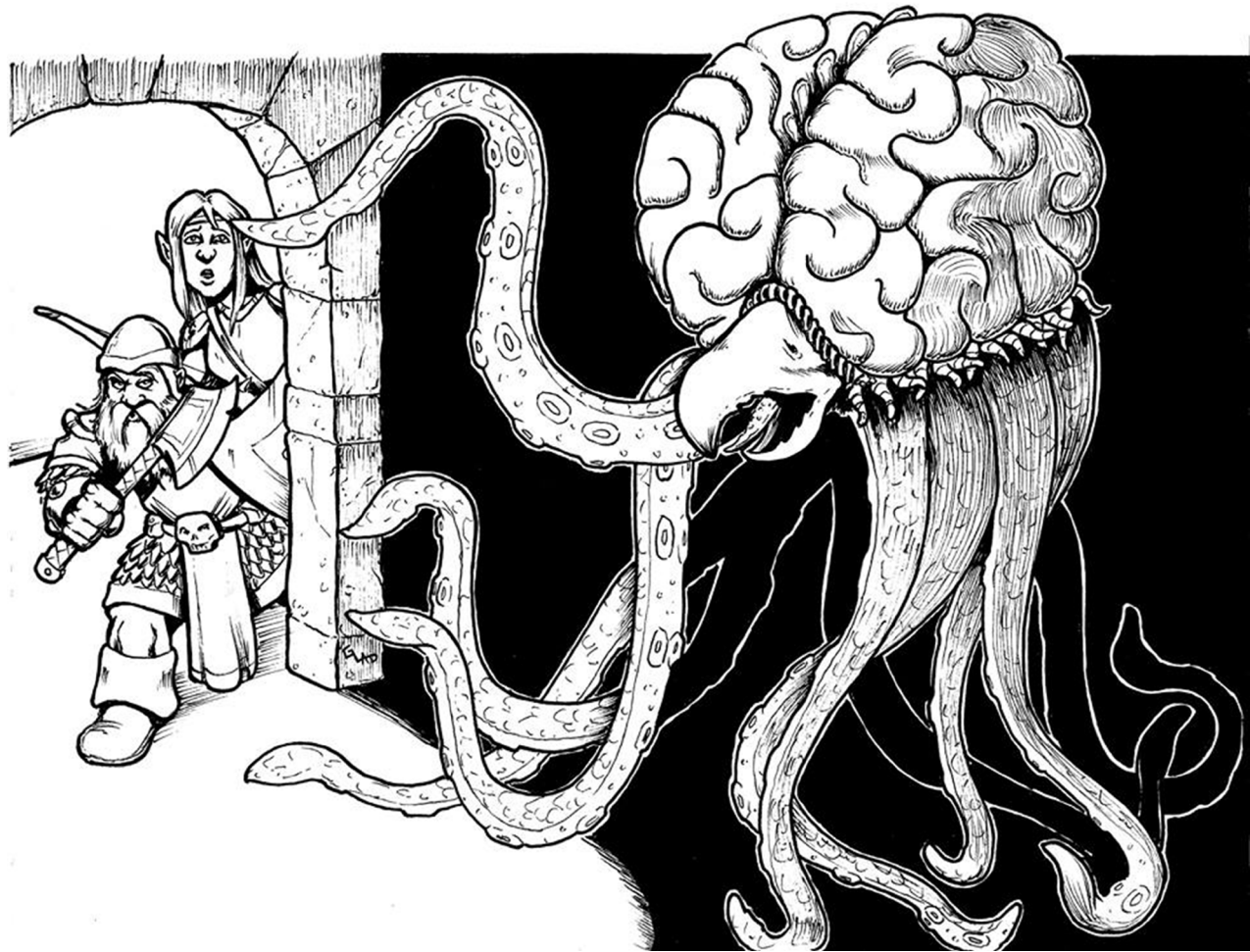
Elemental Hardening:

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 $\frac{1}{2}$ 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 Hit Dice, 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 ‘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 5000 GPs.

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 ‘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) and 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) and Bite 13 (3d6+3), Multiattack, Earth Glide*, Stone Camouflage*, Treasure Sense*]

12. Purple Worm Feeding Hole:

This large chamber has a roughly 20x20 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 (Fist) 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:

5000 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) and 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) and 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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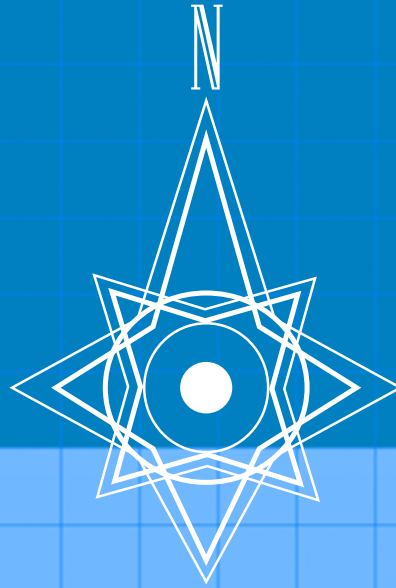
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THE FOLIO



| | |
|-------|--------------|
| ● | Balcony Post |
| □ | Door |
| -S- | Door, Secret |
| ■ | Fireplace |
| ◻ | Privy |
| ▨ | Stairs |
| - - - | Wall |

