

ROSLOF THE FOLIO

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 & 5E format!

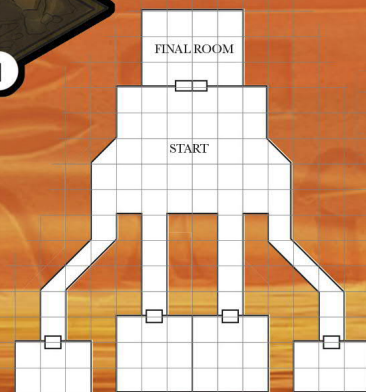
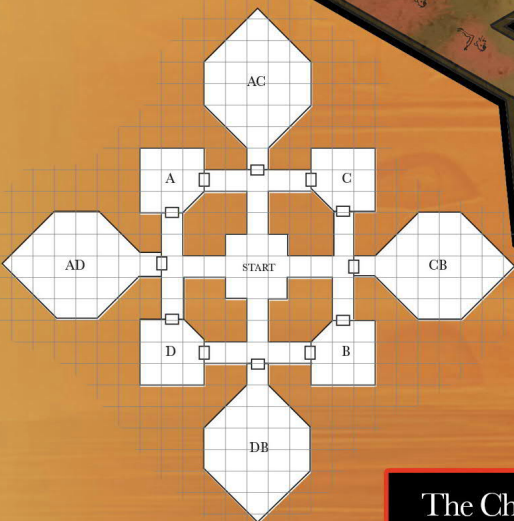
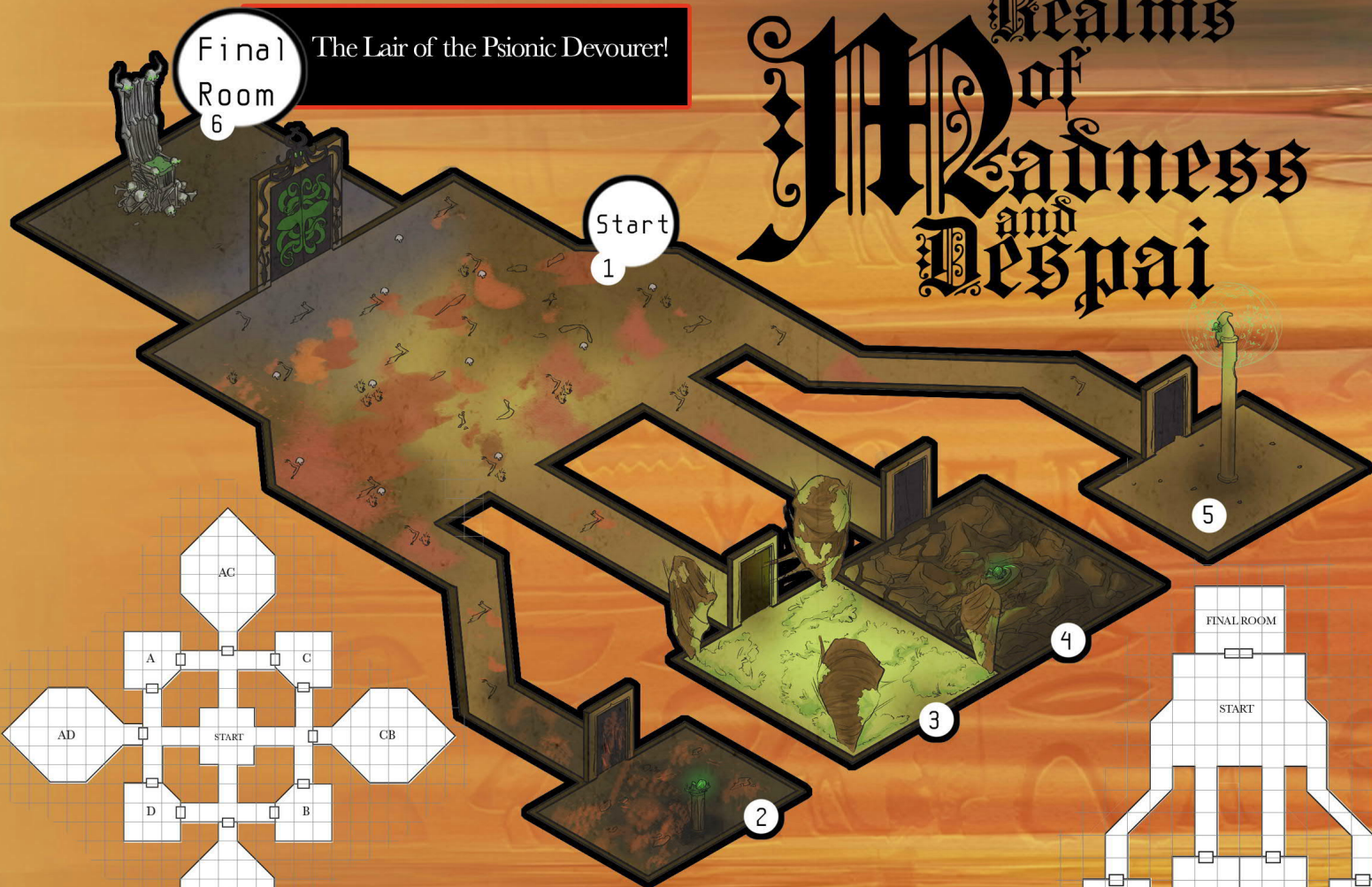


ART
of the
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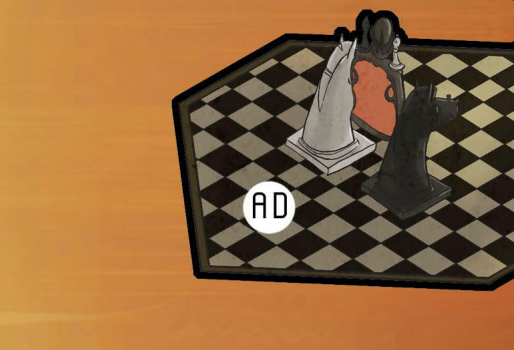


Realms of Madness and Despair

Final Room 6
The Lair of the Psionic Devourer!



The Chaotic Abode of the Mad Jester





NR6 Daern Kelton by Scott Taylor & Mark Timm

Population: 4930
Lord: Samuel Snee
Sheriff: Barist Mourn
Provincial Ranger: Carlton

'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.



Von Drexel discuss how to deal with the issue of one company and four Mithel Standards?

INTRODUCTION

Your Sandbox

Well, if you've come this far, I can only congratulate you on a job well done! Running Roslof Keep is anything but easy, especially when you take it on as a full campaign. The incredible depth that can be achieved in story arcs outside the standard dungeon crawl is what role-playing means to me, and so I hope that I've managed to bring some of that to you as well. I personally play for the story, the aside if you will, that moment when adventurers have time off in the inn or are sitting around a campfire. In the Nameless Realms, I've written countless words about various character's exploits beyond the framework of the campaign. These brief vignettes allow everyone to truly grasp motivations, loves, feuds, family, and the world around them, which again, is what I game for. Without character purpose, I just don't have as much motivation to roll dice, but maybe I'm odd that way.

My desires were no different for Roslof Keep, and the players who have played this with me have all come away changed in some way about how they see dungeons and how they feel about role-playing in general. If even a fraction of the fun my

players have had translates onto your tabletop, then I hope I've done my job, but it is my dream that even more tall tales, great memories, and raucous laughter were had by you and yours throughout this campaign.

Roslof is a labor of love, both for me in design and for those of you who run it. It was never to be taken lightly, and if you are one of the few who have gutted out these modules in their entirety, then I salute you. You should go down in the annals of gaming history for having done so right along those who have faced Gygax's Giants and Descent series or Paizo's Runelords. This is an epic, and so bask in the knowledge that you made it through.

As always, my best to you and all your players because without you this labyrinth would never have seen the light of day.

Best,
Scott Taylor

CAMPAIGN BACKGROUND ON

Dealing with the Final Floor

In reality, the word ‘floor’ is a misnomer. Level 6 of Mithelvarn’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 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 ½ 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 ¼ 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.

Overall Story Arcs and Threads

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.

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.



'Attack of the Mad Jester!'

Dungeon Master's Notes & Suggestions on Running the Dungeon

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 (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) and can be carried with them to their final destination. 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 and 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.



'Ilyandra gets the upper hand on Clarion'

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.

Art of this Issue

Back in the mid-1980s, artist David Martin was commissioned to do two covers for Dragon Magazine. His first, done for Issue #101, captured a young barbarian fighting a harpy. It happened to be one of, if not the, first Dragons that I ever purchased with my own money. A year later his second cover appeared on Issue #114, which was the infamous ‘witch giving praise to the moon while atop a crumbling idol’. It was at that time that a new art director, Roger Raupp took over and was not overly taken with Martin’s work. Still, Martin had been commissioned to do a third cover so he completed the work and sent it in to TSR only to have Raupp reject it after the blowback from Issue #114’s sexist/demonic nature. Thus, Martin’s ‘lost’ Dragon cover remained unseen in his personal collection for the next thirty years until I found out it existed and wrangled it for Folio #6. Considering how much I loved both of Martin’s covers in the 1980s, it is with great honor that I can now have one of his works on my Folio series, and I hope you enjoy this one as much as I do.

Considering the pace at which we put these final two products out, I’ve had to go to all available fronts to complete the art on time. This time around I’ve gone

with artist Chet Minton again as our ‘color’ guy, his work appearing on both interior booklet covers as well as the back cover inset painting. Artist Michael Wilson returns to finish out our iconic character series with both our mage and our monk as well as lending some interior b/w work. Other b/w interiors have been done by artist Travis Hanson who helped define the earlier Folio modules, and a couple pieces by artists Jeff Laubenstein and Peter Bradley round out the series. The Candon was contributed by FASA and GDW master artist David Deitrick.

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.



‘Company leaders Sherin Pothole, Elsa ‘Clarion’ Moonbright, and Gustav Macker’

New Monster

Candon

Lawful 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

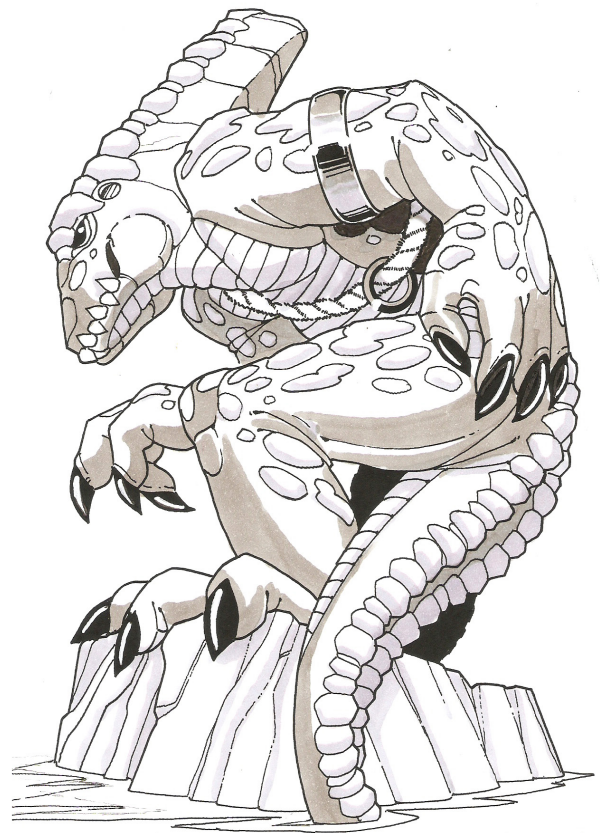
Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

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.



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B/W Interior Illustrations: Peter Bradley, Michael Wilson, David Deitrick.

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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.

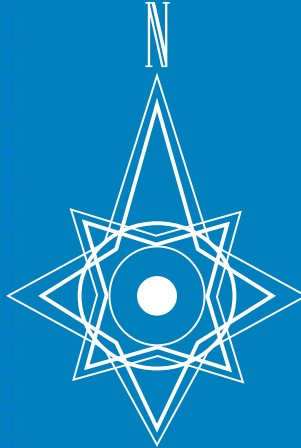
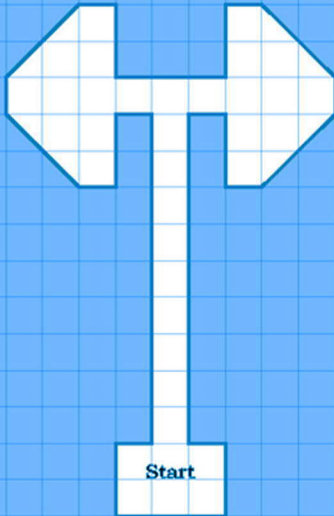
Player Character Notes:

In conjunction with the above special abilities, Candon are to be considered Human for level development.

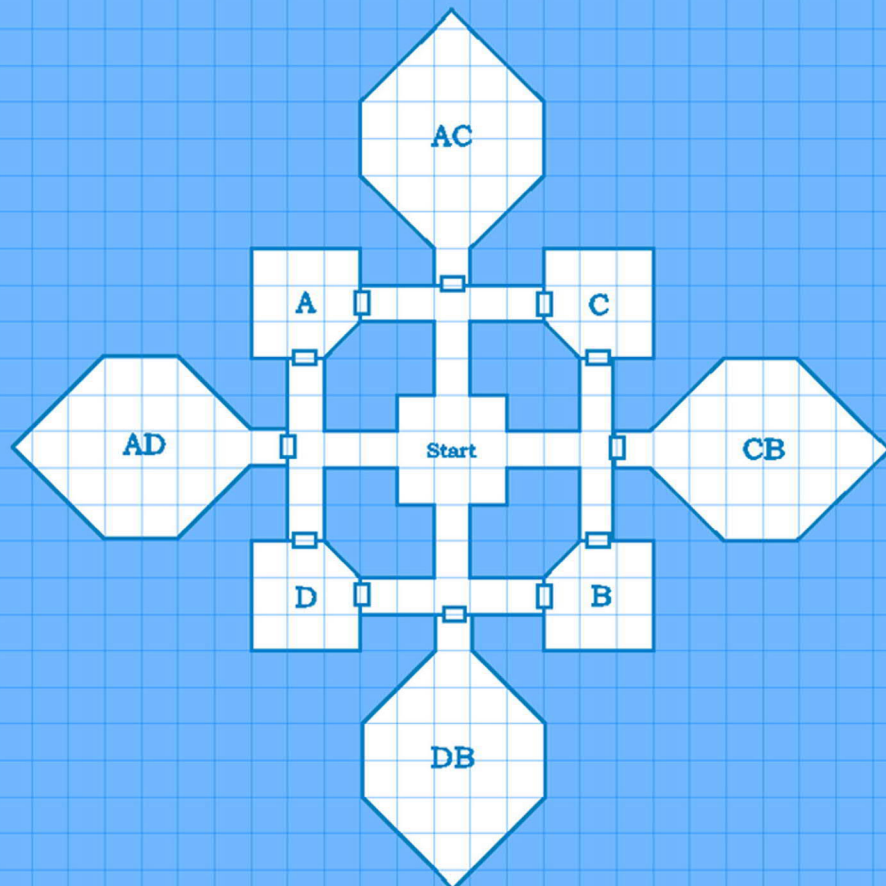
[Medium Affinity Water]

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

THE FOLIO



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



THE FOLIO

Folio Module ROS6

Realms of Madness and Despair!

An Adventure for Characters Levels 10-12



Folio Module ROS6 Realms of Madness and Despair!
by Scott Taylor and Mark Timm

Realms Of Madness and Despair!

An Adventure for Characters
Levels 10-12

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 he will hear a voice in his 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 move 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 his 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 his 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]

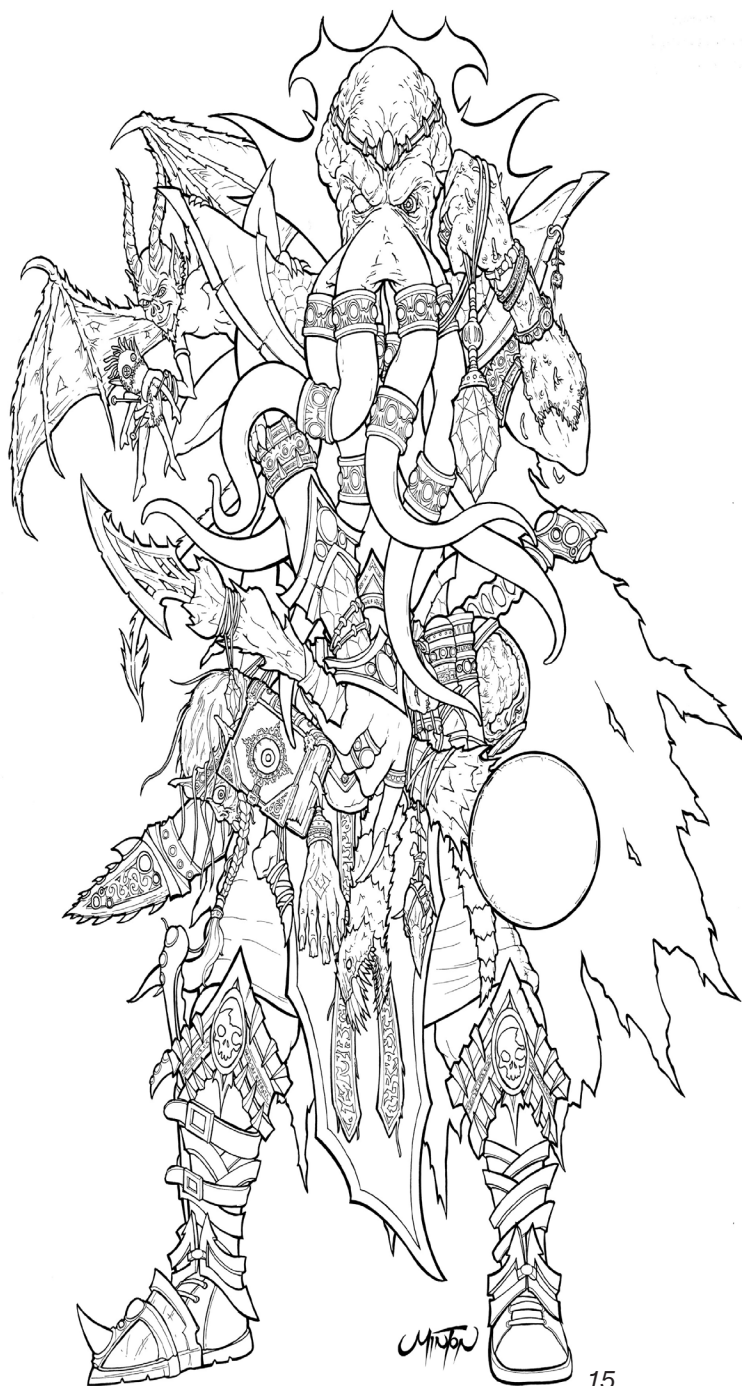
Room 6

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 DC15 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 Page 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.

4 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 and 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 (6000 GPs).

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 Mithelvarn's apprentice, Ilyandra the Black and her hybrid dragon Darpraxis. Ilyandra worshiped Mithelvarn 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 Mithelvarn'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 (DC24 Dexterity save for ½ damage, 91 (26d6))]



Realm Three

The Hall of the Frost Giant Warl

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 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.

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 GPs), 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.

Frost Giant Honor Guard [AC 4, HD 10, HP 60, #AT 1, D 4-24 (Axe)]

Yarl [AC 0, HD 16, HP 96, #AT 2, D 3-36 (Axe)]

TREASURE

SILVER KEY, CHEST (LOCKED) (DC18) CONTAINING 7,000 GPs, 900 PPs.

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 Rhode of the Mad Jester

This 'realm' is all about chaos, and the only way into each throne room of the 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 (Improvised Weapons)]

TREASURE

NONE.

10 Maniacal Puppets [AC 13, HD 9d12+36, HP 90, #AT 1, Hit +7 (Improvised 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 cacophonous 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 (**DC18 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 (They 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 (DC20 Dexterity for 1/2)), 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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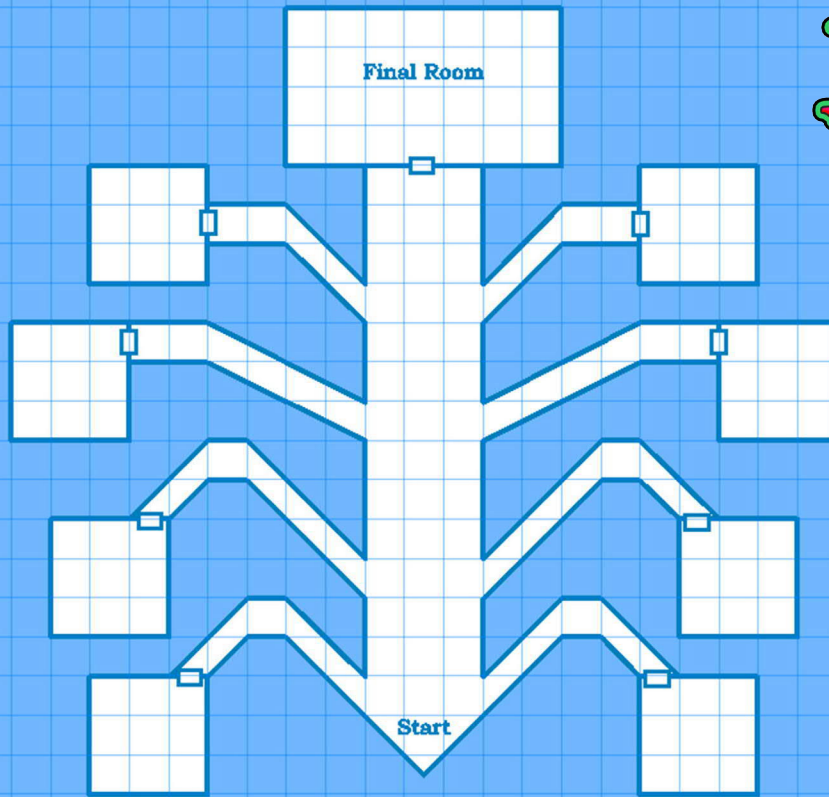
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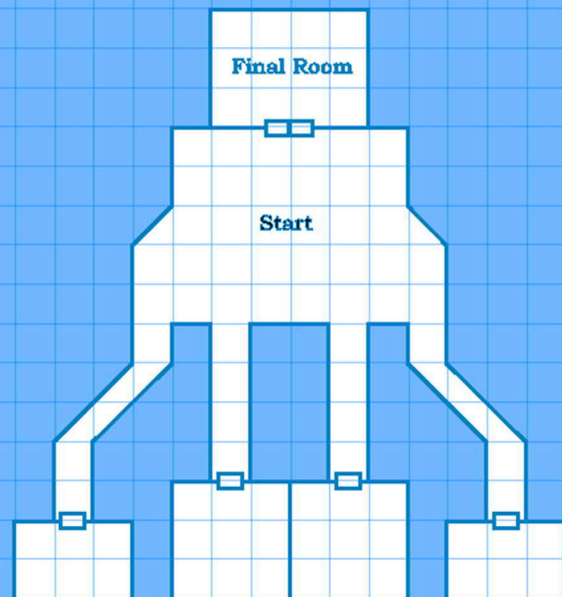
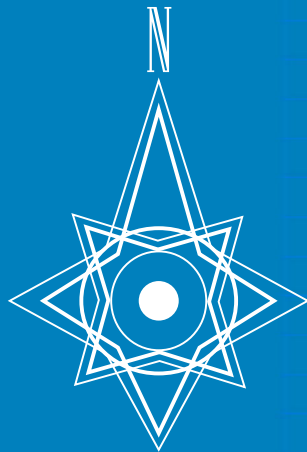
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THE FOLIO

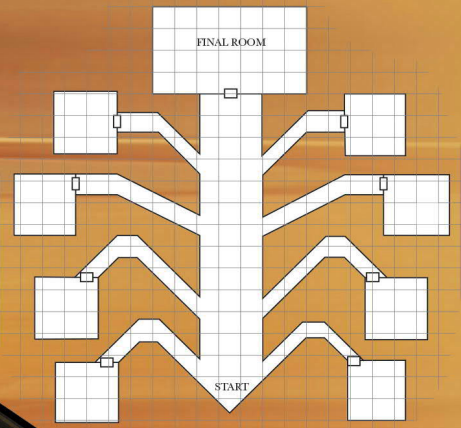


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	Stairs
	Door
	Door, Metal
	Door, Secret
	Secret
	Trap
	Trap, Arrow
	Well



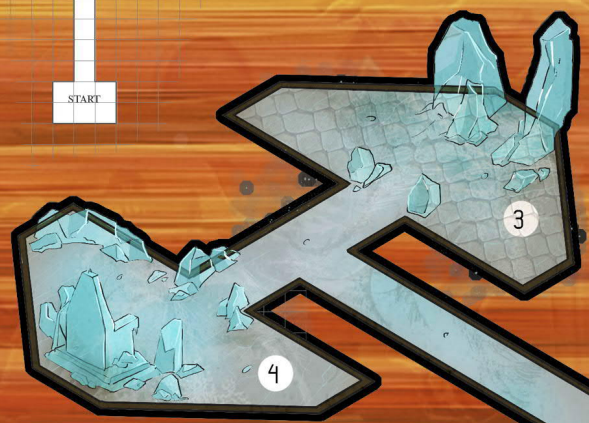
The Temple of the Dark Fey Priestess

Final Room 10



- S SECRET DOOR
- C HIDDEN DOOR
- T TRAP

The Ivory Scimitar has almost done the impossible, clearing five levels of Mithelvarn'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

Part Six
of
The Roslof Campaign
Standard Dungeon
Expansion Levels
10-12



The final fate of Roslof Keep and the Company of the Ivory Scimitar hangs in the balance. With five levels of Mithelvarn's Labyrinth conquered, the party must finally face the ultimate challenge of the sixth and final floor. Can the stalwart adventurers overcome the last defense of the Infernal Machine? Will Roslof Keep be freed from the Violet Corruption? What unforeseen plot twists still await those willing to brave the challenges presented in The Realms of Madness and Despair? This module completes the Roslof Keep Campaign and is designed for characters levels 10-12.

