

ROS 6.5

Bonus Module

THE FOLIO

Mini-Module



ROSLOF KEEP CAMPAIGN

The Final BannerTM

Mini-Module ROS 6.5

by Scott Taylor

The Final Banner is a fully 1E and 5E compatible adventure for characters levels 10-12 and contains all information and maps needed to flesh out the final encounter between the Ivory Scimitar and the other Mithel Companies.

Having solved the final riddle of Mithelvarn's Dungeon, the Ivory Scimitar must now put the last piece in place to gain access to the Infernal Machine as time runs out on the last chance for salvation and the full reclamation of Roslof Keep!



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The Final Banner

Synopsis:

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.

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

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 GM, 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 heard 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 GM 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 doppelgangers 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, Ivory Scimitar 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 **(70 per round for 5E)** per round 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 a kind of 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 below 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 further 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 further 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 further into the glade.

5. Fourth 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 further 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.

	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	Ftmn'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		

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)

5th EDITION

ARMOR CLASS: 24 (Plate & Shield)

HIT POINTS: 124

SPEED: 30ft

Passive Perception: 10

STR DEX CON INT WIS CHA

20(+5) 14(+2) 19(+4) 10(+0) 12(+1) 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 (8th Level) (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 (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)

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

Credits:

Authors: Scott Taylor & Mark Timm

Editing: G. Scott Swift

Cartography: G. Scott Swift & Scott Taylor

Design/Layout: Andrew Rodgers

Cover Art: 'Fell Hammer' by Eric Vedder

B/W Interior Illustration:

Brian 'Glad' Thomas

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

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THE FOLIO

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

