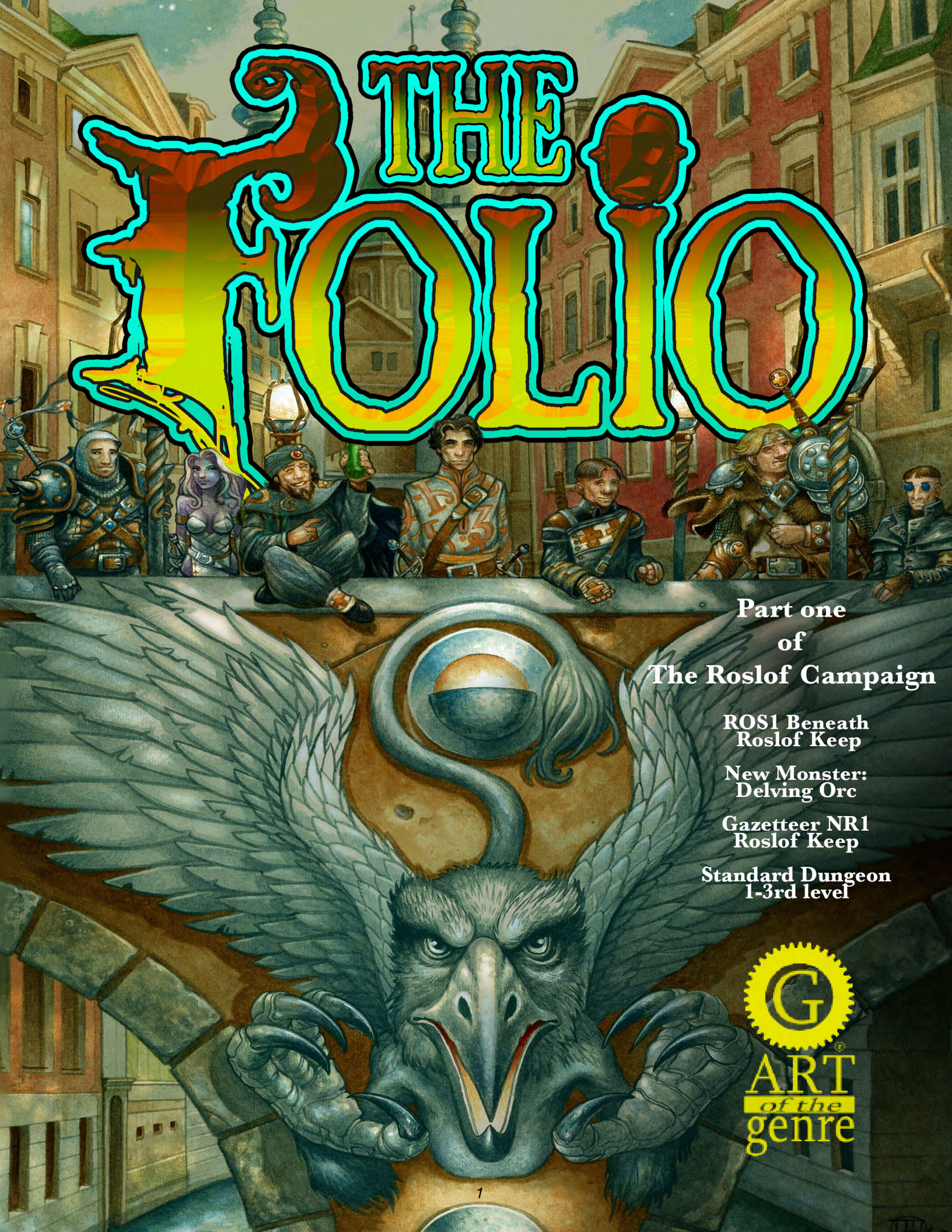


THE FOLIO



Part one
of
The Roslof Campaign

ROS1 Beneath
Roslof Keep

New Monster:
Delving Orc

Gazetteer NR1
Roslof Keep

Standard Dungeon
1-3rd level

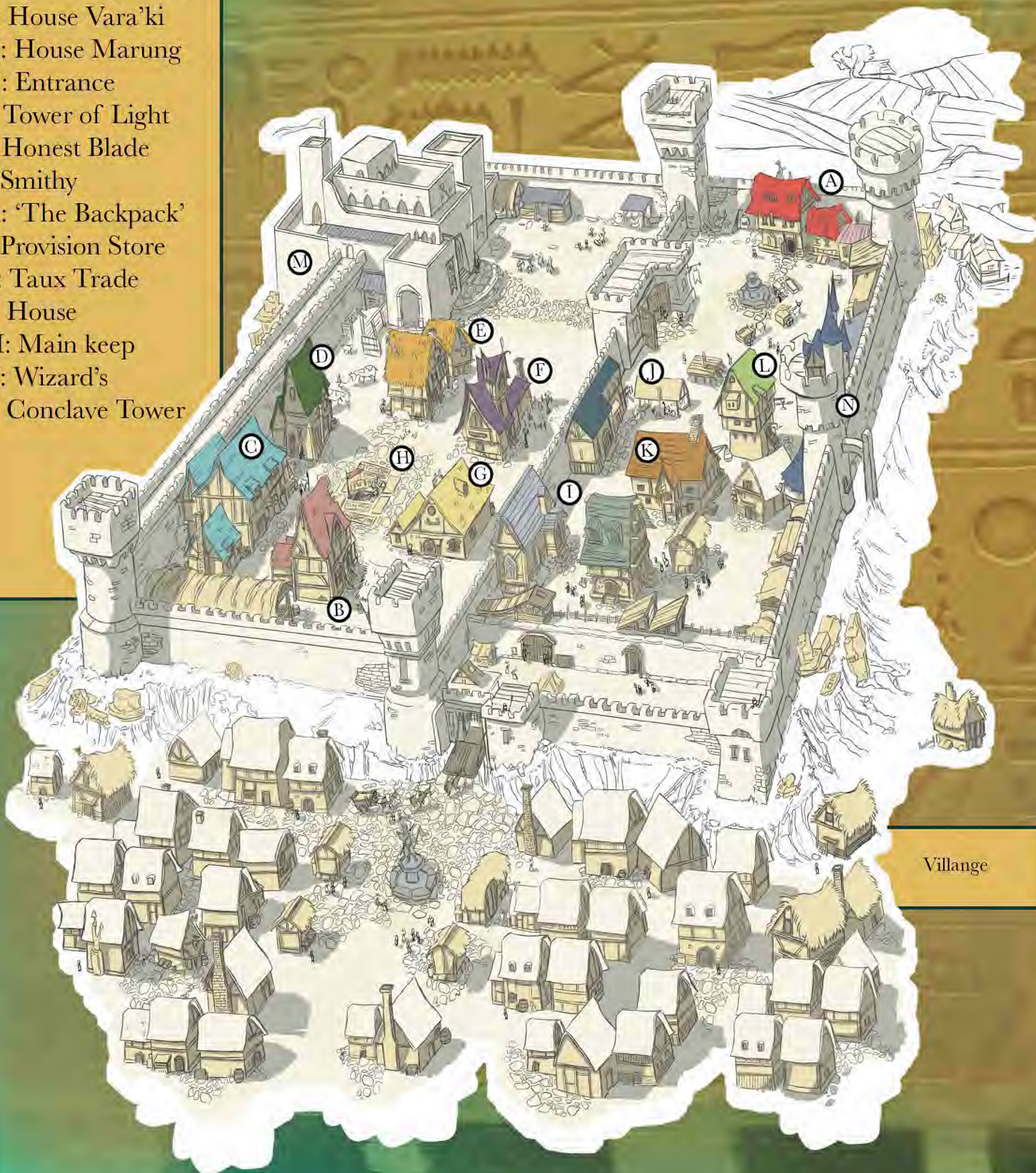


ART
of the
genre

Roslof Keep

Fourth Age: 3836

- 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
Conclave Tower



Village

Roslof Keep Gazetteer

NR1 Roslof Keep by Scott Taylor & Mark Timm

Population: 4930

Lord: Samuel Snee

Sheriff: Barist Mourn

Provincial Ranger: Carlton

INTRODUCTION

Your Sandbox

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

Within this module, I hope you sense the same depth of adventure with the artwork I've chosen, but more importantly, I hope that what I've created allows for a seamless transition into the exact setting of your own sandbox.

The campaign in Roslof Keep is designed around a small keep in the wilderness, set along an ancient trade-road, and built on the ruins of a long dead civilization. All these details, while inherently 'cool' in themselves, can be very easily picked up and placed wherever you as the dungeon master would like

to put them. I'm here not to instruct you on a world you've got to learn, or impress you with a dissertation on some fantasy history, but instead open a door, that once inside, you can explore through your own imagination.

This module is the framework and I think these 'bones' are incredibly fun and will lead to many great stories, but that is the key, they are your stories and not mine. Only by making Roslof Keep yours' will you remember it as vividly in the coming years as I do the adventures of The Isle of Dread ©, The Village of Hommlet ©, and of course Keep on the Borderlands ©.

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

Scott Taylor



Roslof Lyssa, to which the magic of Roslof Keep is dedicated.

Campaign Background of Roslof Keep

Roslof Keep, situated on the eastern edge of the Oakfield Province and bordering on the Kelmalin Wildlands, has become a bustling trade town in recent years. It acts as the last human bastion along the trade road from Ketton Keep in the west to Perlout of the Tall Ships on the eastern shore of the Free Coast.

With a population of nearly five thousand, it is the largest settlement among the Daernlands of Oakfield and is also a destination spot for adventurous folk seeking fame and fortune in the Wildlands. In those rugged forests and hills, such legendary sites as the Chaotic Caverns, Unknown Deeps, and Verlund's Labyrinth attract hundreds of free companies each year, but the real allure for most treasure seekers is the chance to join up with one of the famed Seven Banner Companies of Roslof Keep.

These seven companies each carry one of the artifacts of the mad wizard Mithelvarn, who created a dungeon of unknown proportions below Roslof Keep. This mad Black

Fey, a Wizard of the order of Black and Gold, is said to have created, to some mad design or purpose, an **'Infernal Machine'**. It is placed deep within the maze of tunnels and it regulates and repopulates the rooms within. Untold riches and danger are a constant presence within the dungeon, but not all those who seek fame and fortune may enter. The dungeon is protected from intruders by a magical membrane that cannot be passed unless those seeking entrance carry one of the Mithel Standards. Once a standard is placed in one of the seven stands at the dungeon's entrance, the sworn-in and contracted members of the company possessing it are allowed full entry to the labyrinth below.

The possession of one of these banners is of incredible value, and so each is heavily guarded when not in place at the dungeon entrance [*as once in place, it cannot be removed unless the entire company who placed it is dead or removes it themselves*]. Great houses have risen up in Roslof Keep, each fronting one of the seven companies.

They are constantly vying for supremacy over the dungeon's riches, the greatest of which is said to be Mithelvarn's elixir of immortality, housed within the Infernal Machine itself.

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

The Keep 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. One point of note, much of the underlying flavor of this module

is Egyptian in design, so utilizing that as a DM will be a great way to incorporate old gods, ancient rituals, and even odd treasures as you like.

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

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

Roslof Keep: *[Fourth Age: 3836]*

Population: 4930

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

Sheriff: Barist Mourn *[Lawful Neutral]*

Provincial Ranger: Carlton

The Tall Pine *[Chaotic Good]*

Priest: Friar Quinn

of White Teeth Bay

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



Honest Blade Smithy:

Proprietor: Yorul Hammershoe

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

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

Traveler's Inn:

Innkeepers: Ethan Hardy & Sister Ola Manse

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

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

'The Backpack' Provision Store:

Proprietor: Laris Widecap

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

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

Taux Trade House:

Coppersmith's Guild of Taux:

Representative Rummel Rubybrow

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

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

Wizard's Conclave Tower:

Order Representative: Molo of the Five Wives

[Human, 8th] [Lawful Evil]

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

Tower of Light:

Curate: Father Franco Lyon

[Human, 9th] [Chaotic Good]

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

Dungeon Master's Notes & Suggestions

on Running the Dungeon

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

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

2. House Aldenmier, which will be the player's key into the dungeon, is a failing House among the rich and noble lords of Roslof Keep. Their patron, Lord Tyrand Aldenmier, is without an heir, has lost his wife years before to a tragic drowning accident, and now sits in a crumbling home with only the Mithel Standard of the Company of the Ivory Scimitar remaining from his once great wealth. The players are his last hope, and he will offer them 50% of all wealth they acquire in the dungeon as part of their contract. Devote a session to work out the details of the contract with the players, using it in any way you like, either for or against them. But keep in mind, Lord Aldenmier is a good and

honorable man. Remember, all contracts with players can be different, and it is recommended to keep them private and let the players speak about what each 'won' in their respective bargaining. Thus, some players might actually take a percentage less than 50%, or have a longer or shorter timed contract [*perhaps 1 year versus 5 years*], etc. These contracts are a fun way to either unite or divide the party, and will certainly add a degree of table talk and role play.

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

4. Create outside pressure and motivation! Each character needs a backstory that only they know, something that has brought them to the dungeon and won't easily let them leave. This dungeon is not an easy task, especially with other companies involved, and characters might want to bow out, but a strong outside motivation won't allow that.

Ideas might include a love that the character can only marry if they defeat the dungeon, a dying parent who needs the elixir, a family sold into slavery that only a large fortune could buy back, a sentence of death that the player is avoiding and can get removed if they can bring back an item rumored to be in the dungeon, etc. All these motivators are external, thus it is never about the character personally, but instead something that drives them outside their own greed, lust for adventure, or need for fame.

5. Take your time! This is the most important feature of this dungeon. It isn't a one and done delve, and is meant to confound and expel the adventurers day after day after day. When I've run it, playing one session a week, the first level of the dungeon typically takes up to six months to clear. You can achieve this in several ways, use the Infernal Machine to vex and 'push' the characters out with wandering monsters, or put the fear of death in everyone that another tougher company is on its way and will kill them when they are weakened. This is easy to do after any encounter, so they will feel they must never get too beat up on any particular delve, or believe it is safe to spend the night inside the dungeon to rest! Finally, you are free to increase the threat level in any particular room as you see fit, you are the Infernal Machine after all! In this fashion, the dungeon ceases to be a one shot encounter zone, but instead is a tapestry that weaves around the players. And last but not least, the players must clear every room in the dungeon at least once before the magic in place will allow them access to the level below, which will add more time to the adventure.

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

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



Overall Story Arcs and Threads

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

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

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

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

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

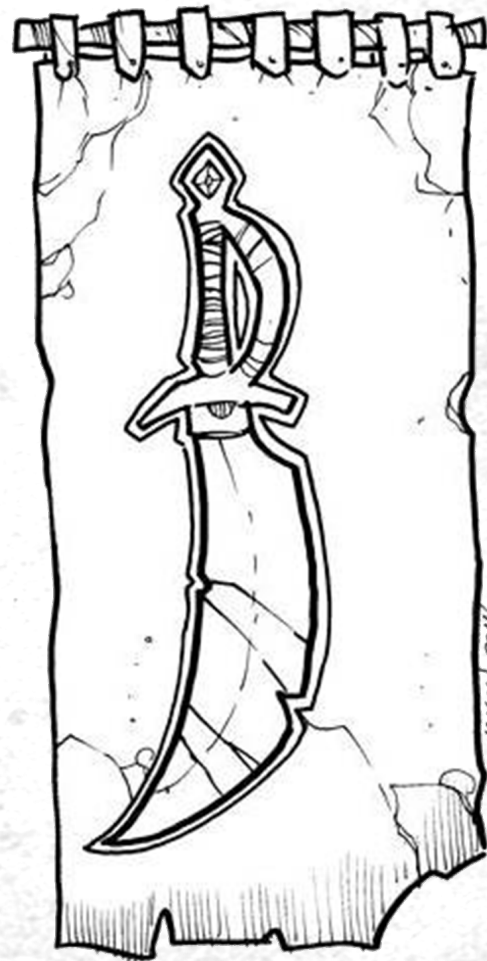
Greater Houses

House Aldenmier:

Dating back to the time of the Great Plague, this family has been an integral part of Daern Kelton and Roslof Keep as long as anyone can remember. Some rumors still persist that they are part of the great line of Fleetwood Kings that now sit on the imperial throne in distant Nextyaria. Whatever the case, Lord Tyrand Aldenmier looks to be the last of this branch of the family. After losing his wife fifteen years ago to a tragic drowning, he retreated into himself, disbanded his successful adventuring company, and has stayed alone in his decaying house ever since. Now, however, with the threat of losing his company banner, and his own suspicions that his wife's death might not have been an accident, Tyrand has decided to revive his company in hopes of saving what honor remains to his House. To do this, he has recruited a band of misfits that he believes might be reshaped into a powerful band capable of taking on the dungeon. He also wants the characters to help protect his house, and beyond that perhaps solve the mystery of his wife's death as well as attaining the Elixer of Immortality. With that fabled treasure, he might just be able to save his failing family line. Tyrand himself is a robust man, a former fighter of moderate level, and his appearance belies his actual age. Although sad in his eyes, he will always greet the characters with a smile and typically attend them at dinner whenever they return from the dungeon. He will not, however, discuss his own time in the dungeon, and will retreat to his chambers if pressed about the dungeon or his family.

Ivory Scimitar:

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





House Bri'yann:

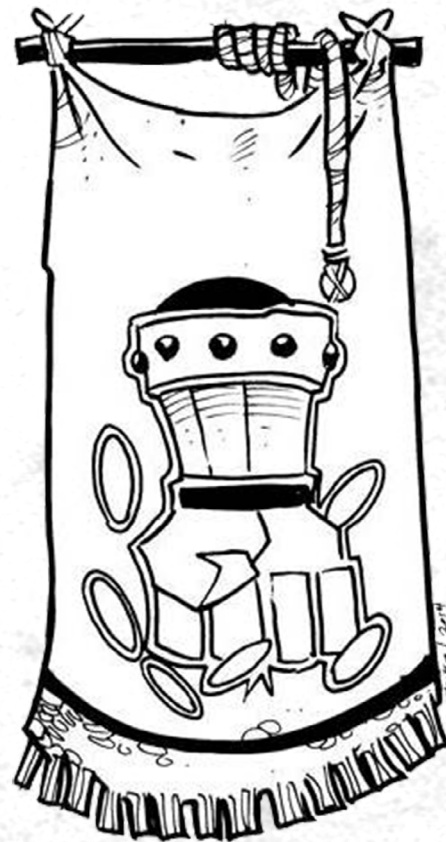
The largest and most successful of the Roslof Houses, Lord Alabys Bri'yann traces his line into the Grand Duchy of Gariny and the DeLake Kings. He is, however, not an honorable and righteous man as the Lords of Gariny are said to be, but instead is obsessed with wealth, power, and immortality. His house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

Gilded Lancers:

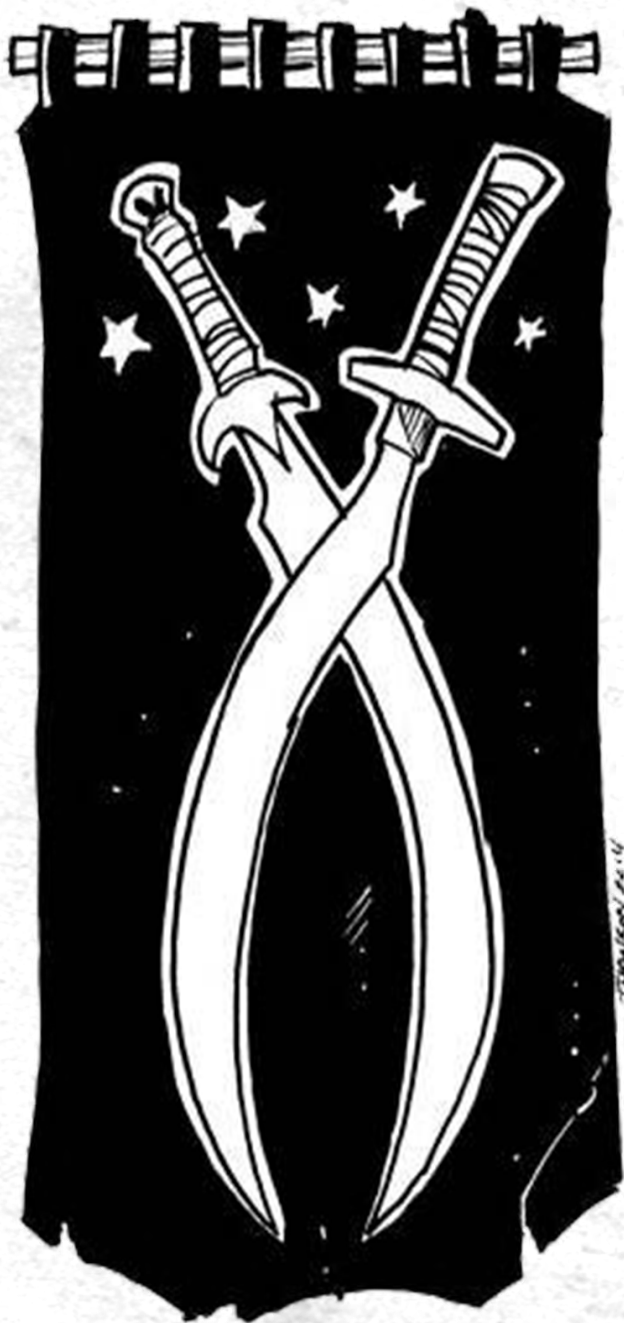
This Company is the most powerful currently delving into the dungeon. Its leadership does not give much thought to other companies, instead concentrating on the endgame and the discovery of the Infernal Machine. There should never be much of a real threat against the Ivory Scimitar from the Lancers,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

Men of Iron:

This is the interference company of the dungeon. Its purpose is to deflect outside problems from the Gilded Lancers while the Lancers do the important work. They are enforcers and predators inside the dungeon, and although they typically do stay much lower than the first level [level 3 and 4], they will harass the Ivory



Scimitar if ever given the chance. Currently, however, the Men of Iron is in a blood feud with the Black Vanguard, so these two companies are keeping each other busy. They are both weary from sneak attacks, thus freeing the Ivory Scimitar to delve the 1st level, assuming they do so covertly. For game purposes, the Men of Iron are a heavy fighter company, mostly human, and should be considered to be 5th to 8th level.



HOUSE NAROLO:

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

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

Blades of Shadow:

The newest company to the dungeon [outside the Ivory Scimitars], the Blades have made it to Level Three, but still find that they must maneuver around the more experienced companies if they want to survive. There is a chance they could be a helpful ally to the Ivory Scimitar, but if things go badly, they could also be a nasty enemy as they could turn on anyone they see as too weak if opportunity arises.

The current roster of the Blades is fully human, the leader another Shona woman who made her name as a gladiator in the Opal Gates and far Zimbolay. Stout as an ox, she drives her company hard, but has a happy temperament when in her cups at the Traveller's Inn, and will raise a pint with any other company if given the chance.

House Marung:

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

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



Black Vanguard:

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



House Vara'ki:

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

Laughing Beasts:

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

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

House Fey'Brace:

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

Brothers of Earth:

'Earth' in this case seems to mean nature, as the Elven and Halfling members of this Company trend

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



The Infernal Machine

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

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

If you need something more concrete, the Infernal Machine is a magical generator, located somewhere deep within the labyrinth. It can manifest treasure, magic items, and monsters anywhere inside the dungeon it chooses. My only 'hard' rule concerning it, is that it doesn't manifest monsters in rooms that have been cleared **AS LONG AS THE PLAYERS KEEP THE DOOR OPEN**. Once closed, all bets are off!

I also rarely created wandering monsters unless they were needed **[remember YOU are the machine]** to move a story arc along. To do this, however, I typically used some of my immortal monsters, those creatures that are always lurking around to harass the players at the worst possible times and become a kind of true nemesis. These immortal monsters can be killed, but they always reappear at some later point, usually with a much better understanding of the party, and also with improved stats and items. The two immortal monsters from dungeon level one are as follows:

Kobold Sorcerer: Gex, the Kobold Sorcerer, is a blue-scaled little devil who loves his magic, to steal others' magic, and to play as many nasty tricks on the party as he can. He can also be comic relief, as being a solo Kobold, he never really has that much of a chance of succeeding, but damned if he doesn't keep trying! Stats for Gex vary, but you can find base statistics for him in the monster section under Kobold Sorcerer.

The Sly Six: These 'boys' were inspired by the art of Jeff Dee and reworked by Michael Wilson in an image that I think shows you everything you need to know. They are a group of Delving Orcs that fight with two 'tanks' up front and four crossbowmen in the rear. The orcs have become very adept at smashing into a party's front line while also taking out their spellcasters with their crossbows.



They are smart, tricky, and tough, and they will take battle trophies whenever possible *[usually ears!]*. The leader is named Lush, a melee warrior, and his lieutenant is Olb, one of the archers. They will communicate in the orc tongue only, and will have a dialogue with the party if the opportunity ever arises, even if at the end they always choose to kill rather than have peace. Use the Delving Orc statistics in the monster section and adjust as needed.

Remember, these immortal monsters can be killed, but the Infernal Machine will remake them for later

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

Adventure Synopsis

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

tries one last time to field a team that could reverse all his fortunes.

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

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

competing against them to clear the dungeon once and for all.

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



DELVING ORC

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

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

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

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

Greater DELVING ORCS include higher hit dice monsters like the War Leader [4HD/ -4 AC] and Chieftain [8HD/ -8 AC, 2/1 Attack], with a Delving Orc Shaman being equivalent in ability to a 6th Level Druid.

DELVING ORC

Medium Humanoid (Orc), Lawful Evil

Armor Class: 4 (scale armor + elemental hardening)

HD: 2

Hit Points: 12 (2D8)

Move: 9"

% in lair: 40%

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

No. of Attacks: 1

Damage/Attack: 1-8 or by weapon type

Special Attacks: NIL

Special Defenses: Elemental Hardening

Magic Resistance: Standard

Intelligence: Average

Size: M (6' + tall)

Psionic Ability: NIL

ELEMENTAL HARDENING

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

Monster Bestiary of the First Level

BUGBEAR

Large Humanoid, Chaotic Evil

Armor Class: 5

HD: 3 + 1

Hit Points: 20

Move: 9"

No. of Attacks: 1

Damage/Attack: 2-8

or by weapon type

Special Attacks: Surprise on 1-3

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Average

Size: M (7' + tall)

Psionic Ability: NIL

DIRE RAT

Animal, Neutral (Evil)

Armor Class: 7

HD: 1/2

Hit Points: 4

Move: 12"/6"

No. of Attacks: 1

Damage/Attack: 1-3

Special Attacks: Disease

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Semi-

Size: S

Psionic Ability: NIL

DISEASE

5% per wound of contracting a serious disease unless saving throw versus poison is successful.

LESSER SALAMANDER

(FLAMEBROTHER)

Animal, Neutral (Evil)

Armor Class: 4

HD: 4+4

Hit Points: 30

Move: 9"

No. of Attacks: 2

Damage/Attack: 1-6 [spear]

+1D6 [heat]

Special Attacks: Heat

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: High

Size: M

Psionic Ability: NIL

Heat: When angry [or at ½ HP], each flame brother will grow even hotter, inflicting an additional 1D4 points of damage on anyone he strikes PLUS doing 1D4 heat damage to anyone striking him.

GELATINOUS CUBE

Large Ooze, Unaligned

Animal, Neutral

Armor Class: 8

HD: 4

Hit Points: 24

Move: 6"

No. of Attacks: 1

Damage/Attack: 2-8

Special Attacks: Paralyzation, surprise 1-3

Special Defenses: See Below

Magic Resistance: Standard

Intelligence: Non

Size: L (10' Cube)

Psionic Ability: NIL

If the cube strikes a character with its pseudopod, the character must make a save versus paralyzation or be paralyzed for 5-20 melee rounds.

Cubes are immune to attacks by electricity, fear, holds, paralyzation, polymorph, and sleep.

GHOUL

Medium Undead, Chaotic Evil

Armor Class: 6

HD: 2

Hit Points: 12

Move: 9"

No. of Attacks: 3

Damage/Attack: 1-3/1-3/1-6

Special Attacks: Paralyzation

Special Defenses: See Below

Magic Resistance: Standard

Intelligence: Low

Size: M

Psionic Ability: NIL

If the Ghoul strikes a character, the character must make a save versus paralyzation or be paralyzed for 2D4 melee rounds.

Ghouls are immune to Sleep and Charm.

GIANT SCORPION

Large Beast, Neutral

Armor Class: 3

HD: 5+5

Hit Points: 38

Move: 15"

No. of Attacks: 3

Damage/Attack: 1-10/1-10/1-4

Special Attacks: Poison Sting

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Non

Size: M

Psionic Ability: NIL

If a character is struck by the tail stinger [1D4 attack], they are subject to a saving throw versus poison. If failed, the character dies immediately.

GIANT SPIDER

Large Beast, Chaotic

Armor Class: 4

HD: 4+4

Hit Points: 24

Move: 3" or 12" web

No. of Attacks: 1

Damage/Attack: 2-8

Special Attacks: Poison

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Low

Size: L

Psionic Ability: NIL

If a character is bitten by the spider, they must make a save versus poison or be paralyzed for 3-12 melee rounds.

Also, the spider's web is very tough and requires an 18 strength to break through it in 1 round, while a 17 strength requires 2 rounds, and so on. Flame of any kind burns the web away in a 10' square in a single melee round.

HOBGOBLIN

Medium Humanoid (Goblinoid),

Lawful Evil

Armor Class: 5

HD: 1+1

Hit Points: 8

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-8

or by weapon type

Special Attacks: NIL

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Average

Size: M

Psionic Ability: NIL

KOBOLD GUARD

Small Humanoid, Lawful Evil

Armor Class: 7

HD: 2

Hit Points: 12

Move: 6"

No. of Attacks: 1

Damage/Attack: 1-4

or by weapon type

Special Attacks: NIL

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: Average

Size: S

Psionic Ability: NIL

KOBOLD SORCERER

Small Humanoid, Lawful Evil

Armor Class: 7

HD: 5

Hit Points: 20

Move: 6"

No. of Attacks: 1

Damage/Attack: 1-4

or by weapon type or spell

Special Attacks: NIL

Special Defenses: NIL

Magic Resistance: Standard

Intelligence: High

Size: S

Psionic Ability: NIL

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

KOBOLD

Small Humanoid, Lawful Evil

Armor Class: 7

HD: 1/2

Hit Points: 4

Move: 6"

No. of Attacks: 1

Damage/Attack: 1-4

or by weapon type

Special Attacks: NIL

Special Defenses: NIL
Magic Resistance: Standard
Intelligence: Average
Size: S
Psionic Ability: NIL

OGRE

Large Giant, Chaotic Evil
Armor Class: 5
HD: 4+1
Hit Points: 22
Move: 9"
No. of Attacks: 1
Damage/Attack: 1-10
or by weapon type
Special Attacks: NIL
Special Defenses: NIL
Magic Resistance: Standard
Intelligence: Low
Size: L (9' tall)
Psionic Ability: NIL

WIGHT

Medium Undead, Lawful Evil
Armor Class: 5
HD: 4+3
Hit Points: 24
Move: 12"
No. of Attacks: 1

Damage/Attack: 1-4
Special Attacks: Energy drain
Special Defenses: Silver
or magic weapons to hit
Magic Resistance: see below
Intelligence: Average
Size: M
Psionic Ability: NIL

On a successful hit, the Wight will drain a level from the character, no saving throw. Wights are also immune to sleep, charm, hold, or cold-based spells, as well as poison or paralyzation. Holy water, however, causes 2-8 hit points per vial when it strikes them.

ZOMBIE

Medium Undead, Neutral
Armor Class: 8
HD: 2
Hit Points: 10
Move: 6"
No. of Attacks: 1
Damage/Attack: 1-8
Special Attacks: NIL
Special Defenses: NIL
Magic Resistance: see below
Intelligence: Non-
Size: M
Psionic Ability: NIL

Zombies, like all undead, are immune to sleep, charm, hold and cold-based attacks, while Holy water does 2-8 points of damage to them.

ROT GRUB:

Small Creature, Neutral

Armor Class: 9

HD: -

Hit Points: 1

Move: 1"

No. of Attacks: 0

Damage/Attack: NIL

Special Attacks: see below

Special Defenses: NIL

Magic Resistance: standard

Intelligence: Non

Size: S

Psionic Ability: NIL

Rot grubs will immediately burrow into any flesh they come in contact with and the victim must apply a burning brand or torch to the wound [causing 1-6 points of damage] or have a cure disease cast upon him/her. Otherwise, the rot grub will burrow directly into the victims heart, killing them, in 1-3 turns.

Scott's Dedication:

I'd like to dedicate this module to my son, Ashur, who helped me create the party of adventurers that have become those we follow throughout this campaign.

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

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THE FOLIO

Folio Module ROS1

Beneath Roslof Keep

An Adventure for Characters Levels 1-3



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

Folio Module ROS1

Beneath Roslof Keep

An Adventure for Characters
Levels 1-3



Player's Introduction:

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

For that oath you will pay a price, be it in blood, in treasure, in pain, or in death, but for the chance to reap the riches of one of the

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

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

Room 1

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

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

Room 1A

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

None of the doors are locked. The doors to the east and west lead to the 'Great Triangle', the southern door is trapped. A thief actively searching for traps on the door, will discover the spear trap on a successful check (+15% bonus due to poor concealment).



If the trap is triggered, all characters in Room 1A are subject to possible damage. 1-3 spears will launch from behind the open door, each doing 1D6 damage to a randomly rolled character. Once activated, the spears disappear after 4 rounds unless claimed by a member of the party. A claimed spear is identical to a standard spear, save that it will always point to the exit of the dungeon if placed on open ground. The door will close itself after 6 turns, ready for the next victim.

Great Rectangle

The dungeon is set around a 140' long by 50' wide rectangular hallway. Along the length of this hall there are three concealed pit traps marked on the map as A, B, & D. Each trap, once triggered, will reset after 4 rounds and any party member moving over them will have a 3 in 6 chance of falling within. Pits A & B lie along the Southern 140' section of the Great Rectangle and are filled with obsidian shards [spears] at the bottom. Any character falling into one of the 10' deep traps will take 3D6 points of damage. Trap D is a 10' pit that is filled with excrement [from the orcs living in rooms along the eastern section of the hall]. However, anyone falling into the trap will also have a 12% chance of contracting a disease [standard rules apply] as well as being attacked by Rot Grubs.

Secret Door

Between Trap A & B, along the Southern section of the Great Rectangle, a secret door leads to the second entrance to the 2nd Level of the Dungeon. Once revealed to the characters, read the description for Room 23.

Room 2

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

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

TREASURE

THE KOBOLDS HAVE A CHEST THAT APPEARED WITH THEM CONTAINING 38 GOLD PIECES AND A POTION OF HEALING [2D4+2]

Room 3

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

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

TREASURE

THE KOBOLD SORCERER HAS 45 GP AND A SILVER DAGGER ALONG WITH A BAG OF HERBS [1D4 USES THAT WILL ADD TO THE FLAVOR OF ANY MEAL]

Secret Door

This room houses a secret door in the southernmost wall of the octagon. Standard search rules apply.



Room 4

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

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

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

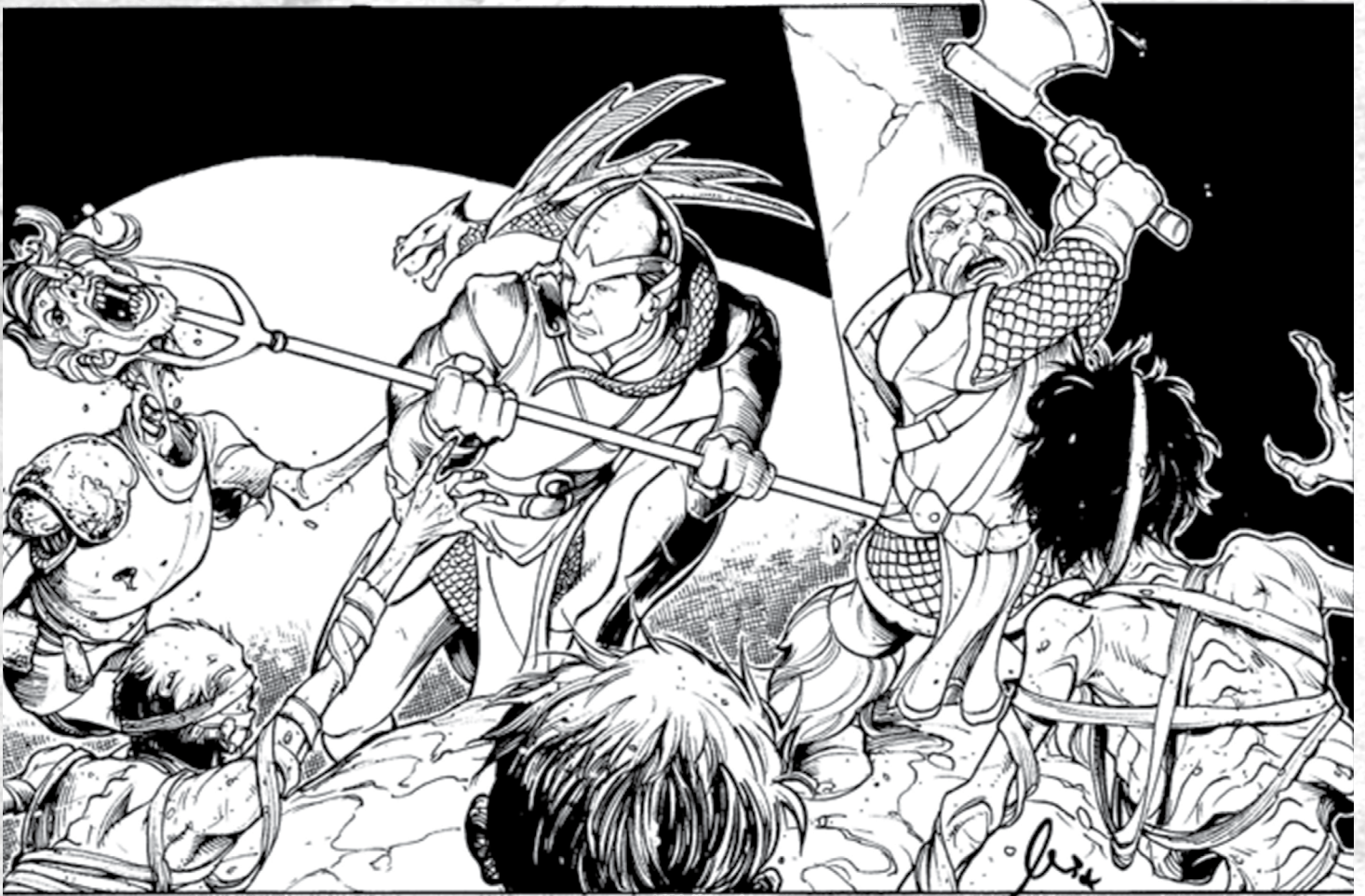
Room 5

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

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

TREASURE

NONE



Room 6

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

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

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

TREASURE

RED QUARTZ CAT STATUE

Room 7

The door opens up to the heavy stink of old sweat. The square room is unadorned save for glyphs on the walls,

but toward the middle of the chamber a gang of hobgoblins turns to greet the party with weapons at the ready.

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

TREASURE

24 GP PER HOBGOBLIN FOR A TOTAL OF 144 GOLD COINS.

Room 8

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

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

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

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

TREASURE

6 GP ARE SCATTERED AROUND THE FLOOR INSIDE THE CONCEALED ROOM.

Room 9

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

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

TREASURE

NONE

Room 10

A glow shines from within as you open this door. Inside, a thirty foot square chamber is empty save for a twinkling crimson gem suspended in thin air

at the room's center. A soft blue glow shimmers around the gem, creating a translucent globe that nearly fills the room.

This is a trap room, made by the Infernal Machine to weaken the party. There is no way around the trap, save for springing it. Once a party member enters the blue glow, they will feel a compulsion to touch the gem. If they choose not to, they can leave, however, they cannot go to the 2nd level of the dungeon without clearing this room. If they do touch the gem, the blue energy explodes causing 2D4 damage to all those in the chamber. Since there is no cover, there is no saving throw against this damage. Again, it is a weakening trap, not meant to kill.

TREASURE

150 GP VALUE RUBY

Room 11

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

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

Secret Door

This room houses a secret door in the southwestern corner. Standard search rules apply.

Concealed Exit

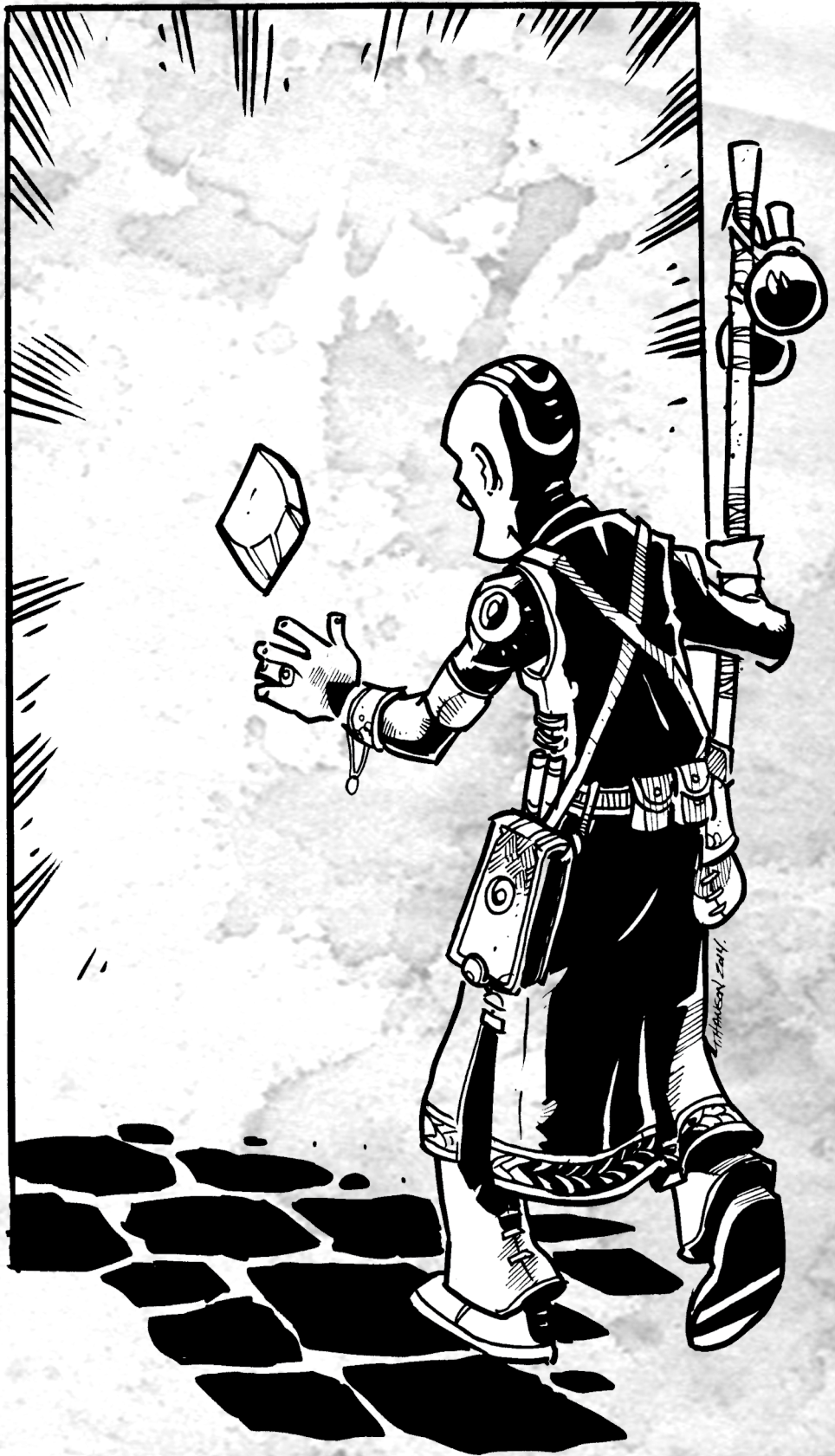
Behind the tapestry, a short hallway leads into the true treasure room. Players searching the tapestry will discover it on a standard search role.

TREASURE

NONE

Room 12

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





TREASURE

THE CHEST IS UNLOCKED, AND CONTAINS 200 GOLD PIECES AND A BLACK ONYX RING WITH THE HEAD OF A JACKAL ETCHED IN THE SURFACE. THE RING IS A MAGICAL RING OF PROTECTION +2.

Room 13

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

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

TREASURE

56 GOLD PIECES AND AN EMERALD THE SIZE OF A THUMBNAIL WORTH 200 GP.

Room 14

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

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

TREASURE

EACH BUGBEAR CARRIES 100 SP AND ONE OF THEM HAS A +2 SKINNING KNIFE IN HIS BELT.

Room 15

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

This is one of the few 'permanent' rooms currently on Dungeon Level One. The inhabitants are Delving Orcs, members of the Blood Tower Clan, and they won a battle against a previous adventuring party and have taken over several rooms on the southern side of the Dungeon.

They see this as their territory and will defend it as such. There are six Delving Orc guards in the room.

TREASURE

EACH ORC HAS MANAGED TO ACQUIRE 25 GP EACH FROM LOOTING THE DUNGEON.

Room 16

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

Eight Delving Orcs are about the chamber, and if combat was had in Room 15, they are prepared for combat.

TREASURE

VARIOUS LOOTED CAMPING AND CAMPAIGN SUPPLIES, HARD RATIONS, AND SOME STRANGE MEATS ARE IN THE ROOM AS WELL AS 30 GP PER ORC.

Room 17

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

This chamber is only accessible from Room 16, or by crossing one of the two ten foot pits in the 'great rectangle'. The Blood Tower Clan Chief resides here, and he will use his earth magic to slow down party members as he attempts to kills the lead fighters.

TREASURE

+1 KHOPESH [SCIMITAR], +1 SCALE MAIL ARMOR, CHESS SET MADE OF DRAGON BONE, HERBALISM KIT [ACTS AS A POTION OF HEALING [2D4+2] WITH 1D4 USES] , 473 GP, 4 AMETHYSTS [EACH WORTH 300 GP]

Room 18

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

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

TREASURE

780 GP, 4 DIAMONDS [EACH WORTH 200 GP], EXPERT THIEVES' TOOLS [+5% TO FIND/REMOVE TRAPS SKILL], THREE FINE BOTTLES OF WINE.

Room 19

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

This is the home of ‘The Flame Brothers’, two Salamanders who live within the flames of the forge. They have moved their treasure to the front of the mouth of the forge in hopes it will attract party members. Once close, they will first thrust spears out of the flames to strike the curious, and then emerge to attack fully.

TREASURE

SILVER BRACERS OF ARCHERY [THE MAGIC ADDS +2 HIT AND +1 DAMAGE TO MISSILE ATTACKS [NON CROSSBOW] OR PROVIDES A PERSON WITHOUT MISSILE WEAPON PROFICIENCY WITH FULL PROFICIENCY IN ALL MISSILE WEAPONS], 5 GOLD INGOTS [EACH WORTH 350 GP]

Room 20

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

Four Giant Scorpions are within the room but otherwise it is unoccupied.

TREASURE

NONE

Room 21

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

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

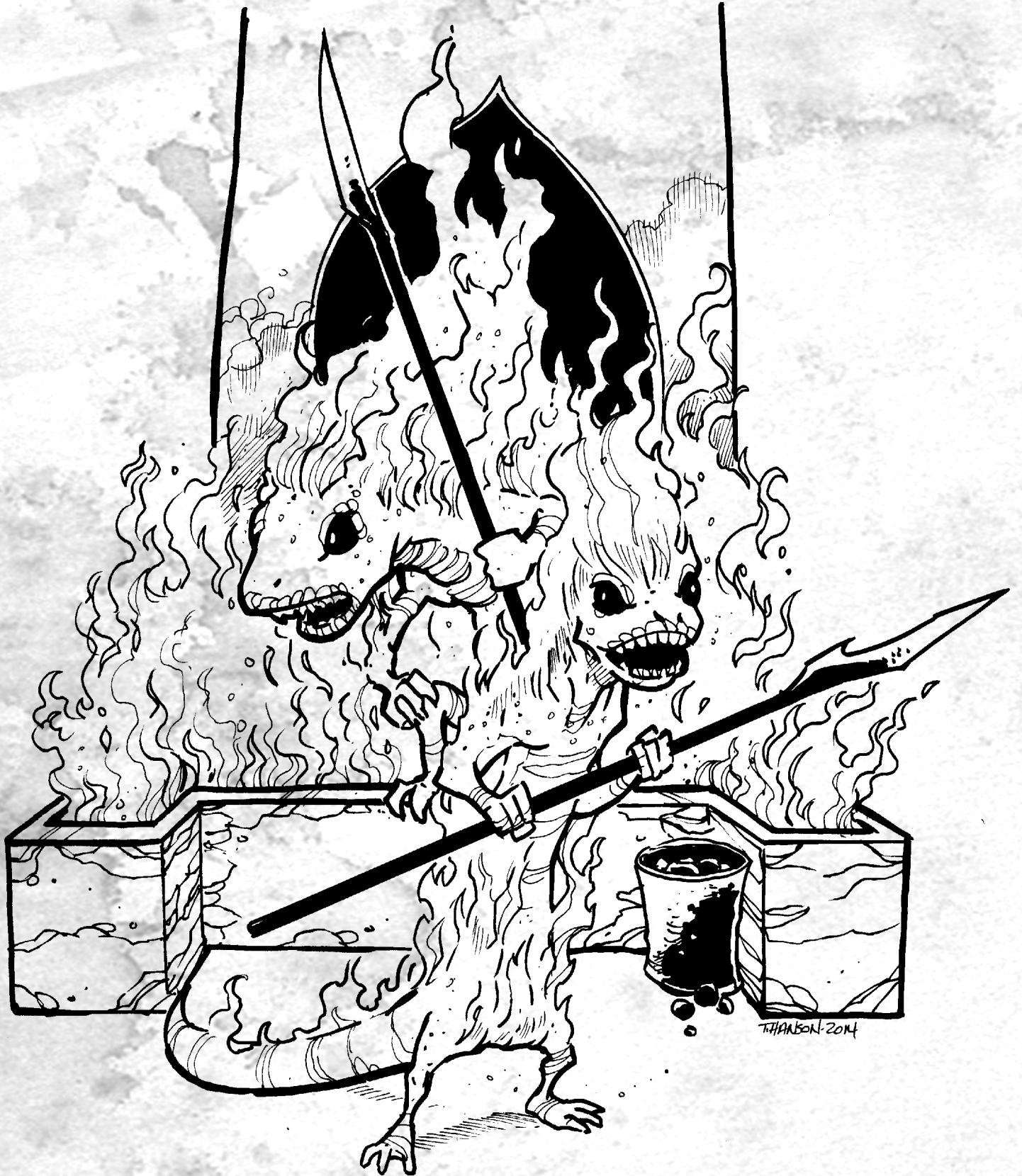
TREASURE

SILVER COFFER [200 GP], 3 RUBIES [100 GP EACH], 50 PLATINUM PIECES, VIAL OF EXOTIC PERFUME [+2 ON ALL CHARISMA IF WORN FOR THE PURPOSES OF REACTION ADJUSTMENT] THAT CAN BE USED UP TO 10 TIMES.

Room 22

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





If the trap is triggered, all characters in the hallway are subject to possible damage. 2-8 spears will launch from behind the open door, each doing 1D6 damage to a randomly rolled character. Once activated, the spears disappear after 4 rounds unless claimed by a member of the party.

Room 23

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

As in Room 4, the following rules apply:

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

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

Scott's Dedication:

I'd like to dedicate this module to my son, Ashur, who helped me create the party of adventurers that have become those we follow throughout this campaign.

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

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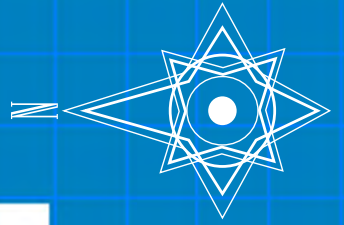
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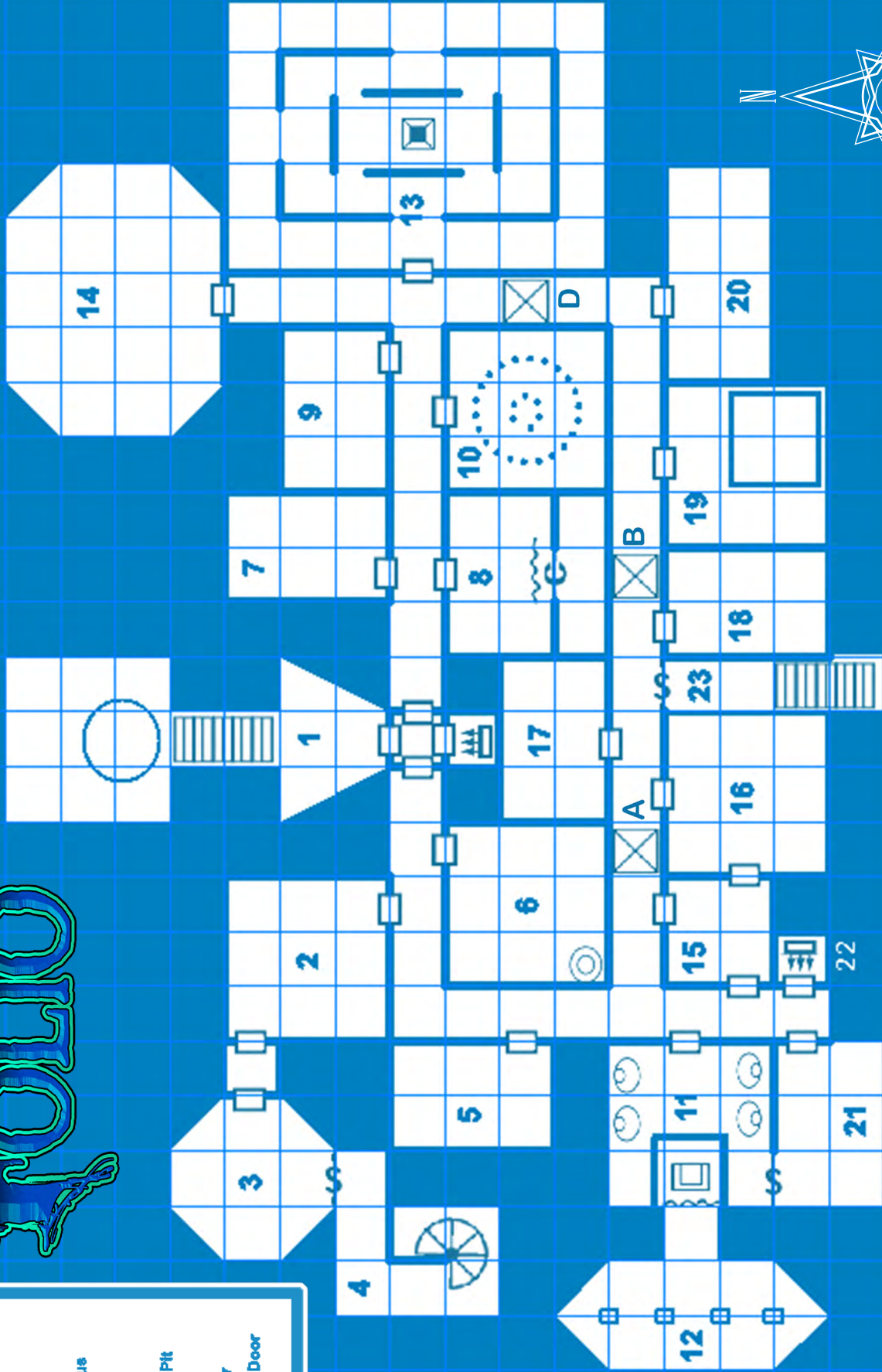
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THE FOLIO



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



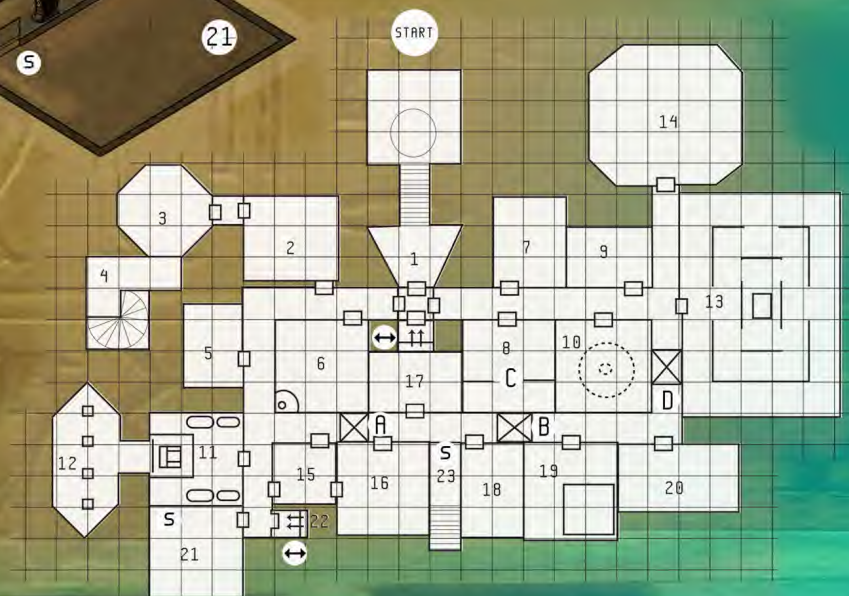
The Keep itself is set on a small plateau and built on the ruins of an ancient outpost from the Nublar Empire that receded into the Black Sands across the sea millennia ago. Although the culture still reflects the ancient customs of the Nublar [Egyptian / Sumerian], it has been tempered with the wild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

- C CONCEALED DOOR
- S SECRET DOOR
- ↔ ARROW TRAP



Part One of The Roslof Campaign

Standard Dungeon
1-3rd level



Beneath an ancient castle on the borderlands, reclaimed from the ruins of a lost civilization, there is a dark and deadly tournament being held. Seven stalwart adventuring companies, each representing a wealthy noble house, delve into the depths of the Dungeon of the Black Fey Mithelvarn. Each races to be the first to claim the power of the infernal machine that drives it, and find the Elixir of Immortality it contains. Can your party take up one of the relic banners and face the challenge of the dungeon, as well as the lethal competition from other companies seeking the prize?

