

Roslof Keep

Fourth Age: 3336

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]

- 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



Village

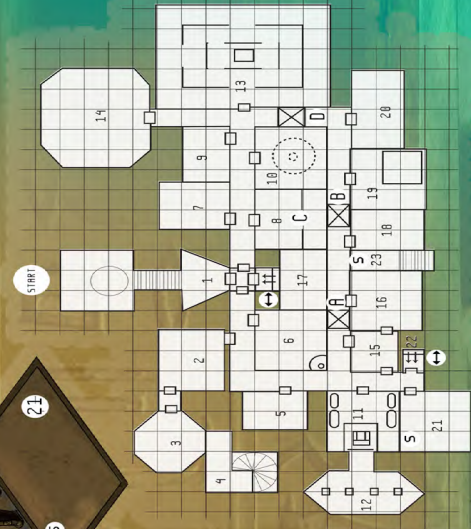
The keep itself is set on a small plateau and built on the ruins of an ancient outpost from the Nublar Empire that receded into the Black Sands across the sea millennia ago. Although the culture still reflects the ancient customs of the Nublar [Egyptian / Sumerian], it has been tempered with the wild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

START



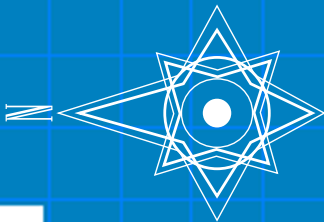
Forge

- C CONCEALED DOOR
- S SECRET DOOR
- ARROW TRAP



Part One of The Roslof Campaign

ROS1 Beneath
 Roslof Keep
 Standard Dungeon
 1-3rd level



 Stairs

 Tapestry

 Throne

 Door

 Sarcophagus

 Pillar

 Arrow Trap

 Concealed Pit

 Open Pit

 Secret Door

 Concealed Door

 Stairs

 Tapestry

 Throne

 Door

 Sarcophagus

 Pillar

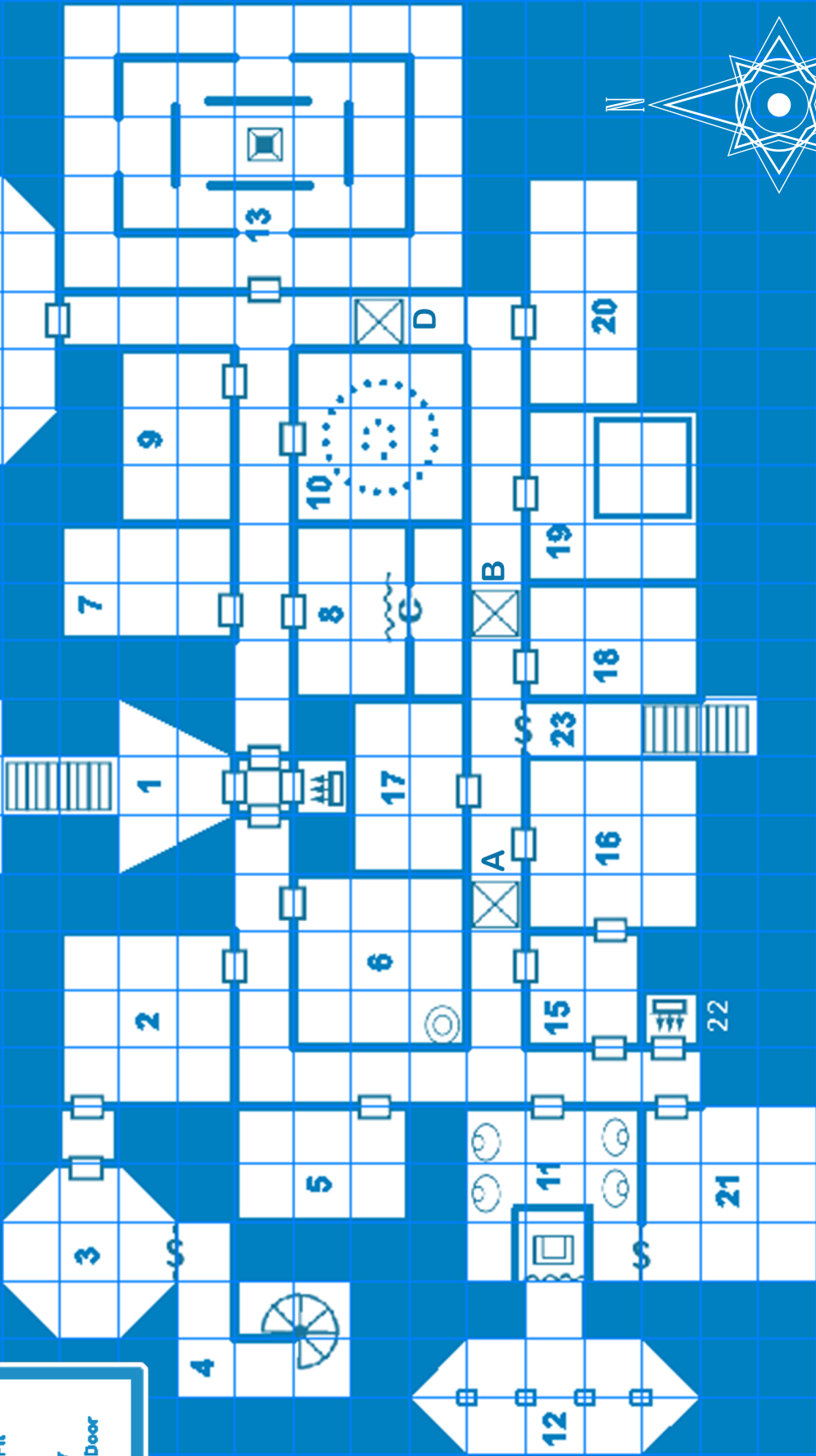
 Arrow Trap

 Concealed Pit

 Open Pit

 Secret Door

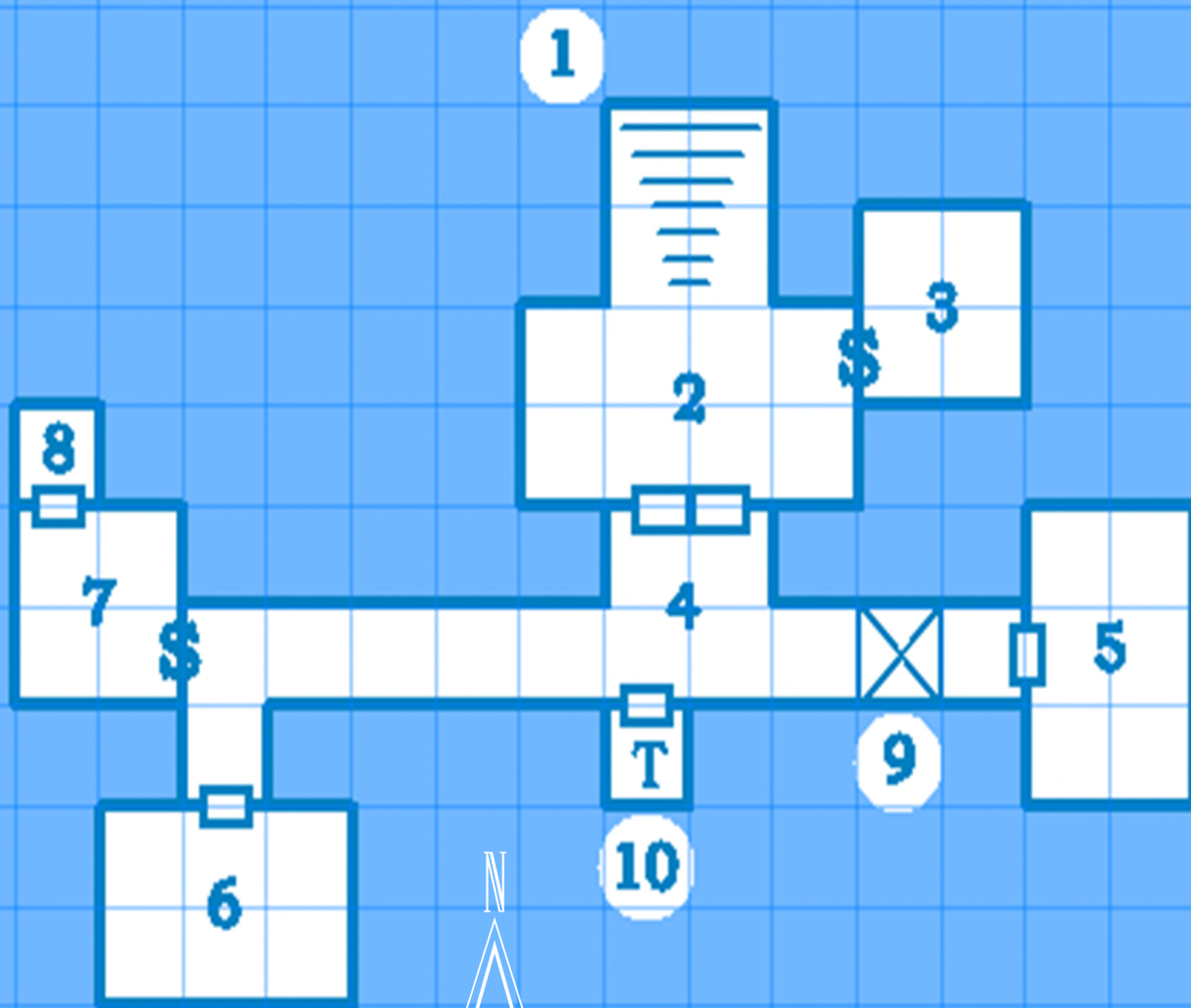
 Concealed Door



THE FOLIO

Folio Module ROS1.5

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



Daern Kaelion

Knobby End

Roslof Keep



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

Around the keep lies the town of Daern Kaelion, and it is there that you can find the bulk of the population of 4,930 souls living along the Great Frontier Road. Daern Kaelion expands the available playground of the evolving characters. Twelve new places of interest add some flavor to your campaign, and the city map also has enough buildings in it for your own stories.

- A: Windmill
- B: Abandoned Temple
- C: Highway Bazaar
- D: Tower of Justice
- E: Fleetwood House on Crossroads
- F: House of Silk and Honey Brothel
- G: Knobby End
- H: The Company Major Tavern/Inn/Stable
- I: Mercenary Garrison
- J: Wayfarer Temple
- K: Roslof Keep
- L: Apartment House
- M: Water Clock
- N: Grand Playhouse

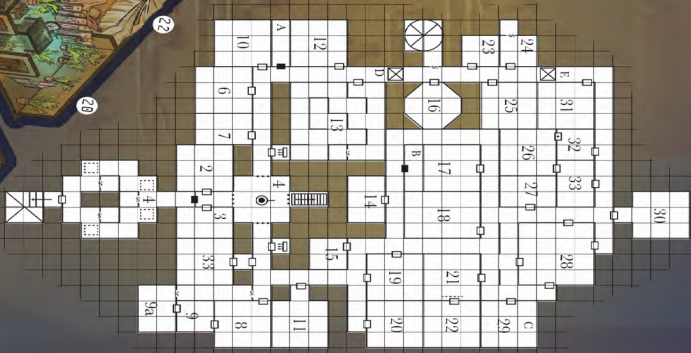


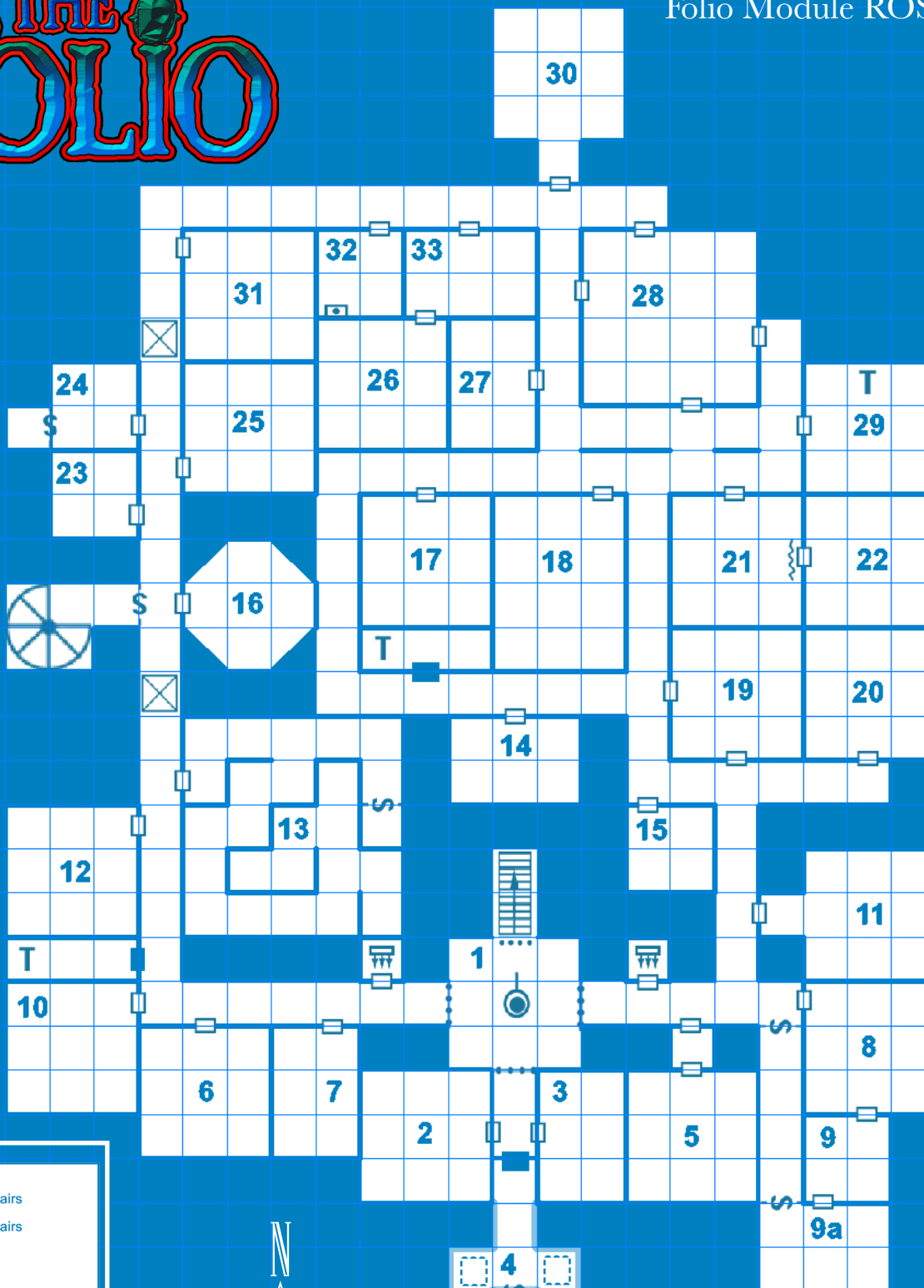
The Roslof Campaign

Standard Dungeon
Expansion Levels
3-5

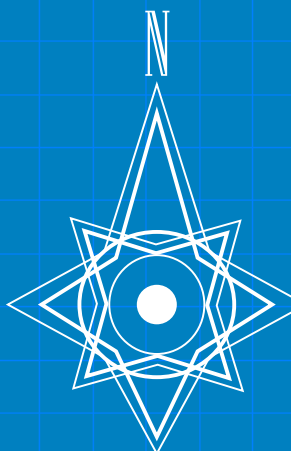
Part Two

00AM





- Spiral Stairs
- Spiral Stairs
- Stairs
- Door
- Door, Metal
- Door, Walled
- Door, Secret
- Portcullis, Closed
- Portcullis, Open
- Trap
- Trap, Pit
- Trap, Arrow
- Wall, Mirrored
- Pressure Plate
- Tapestry
- Statue w/ lever





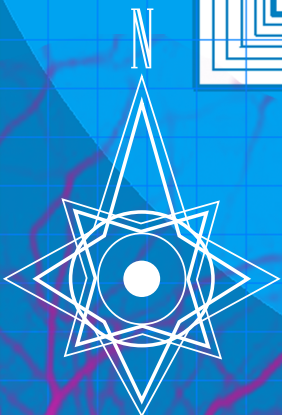
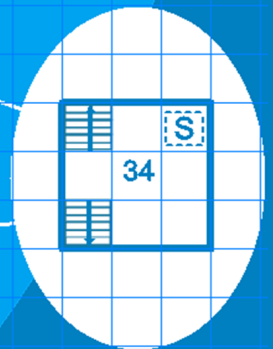
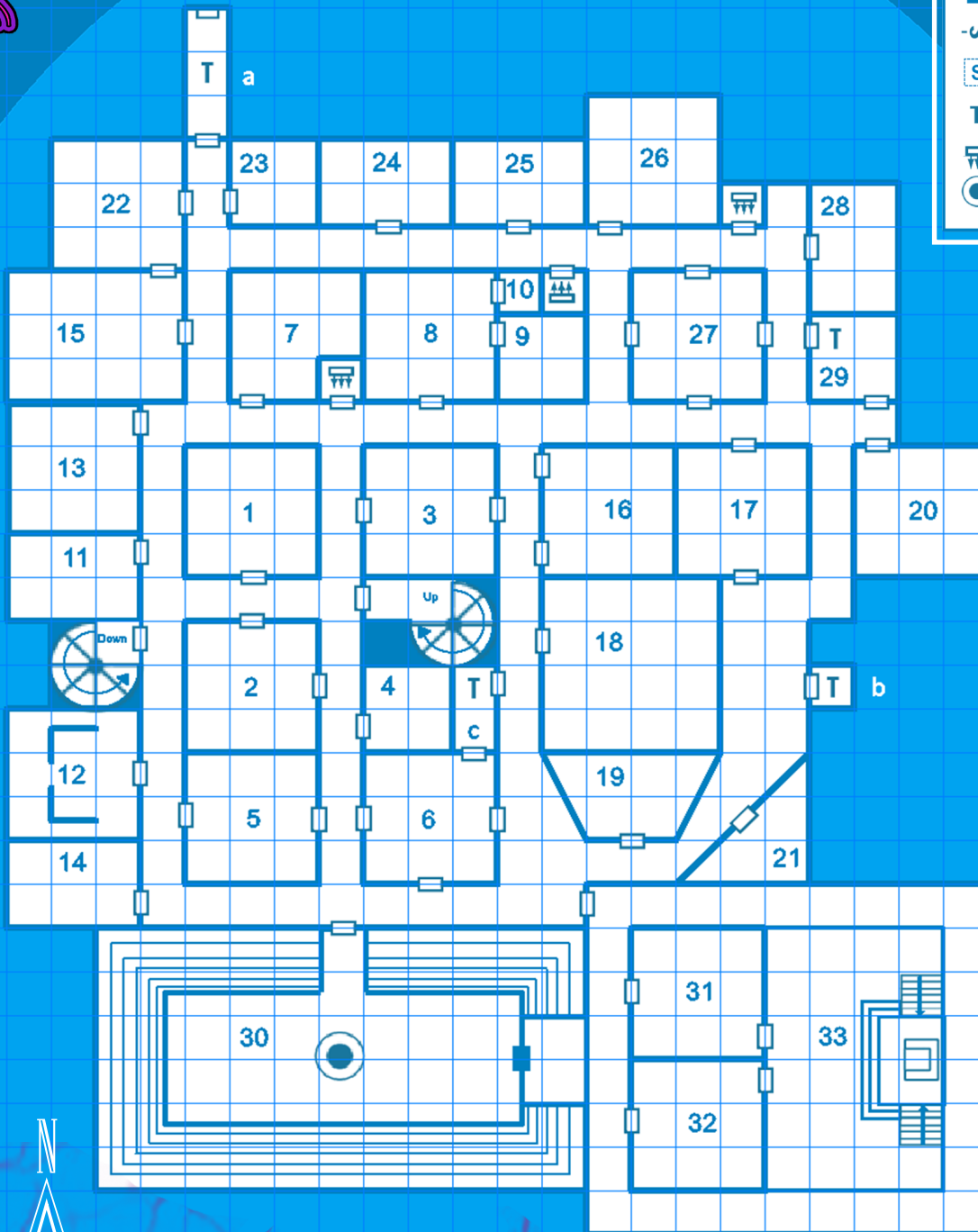
- SECRET DOOR
- ARROW TRAP
- FLAME TRAP



The Oakfield Province lies along the great trade road between Keton Keep to the West and Peridot of the Jail Ships in the East. It has become a small outpost of civilization amid the chaos of the Kelaalin Deadlands, buffering humanity against the encroachment of countless dark humanoid and terrible beasts.

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

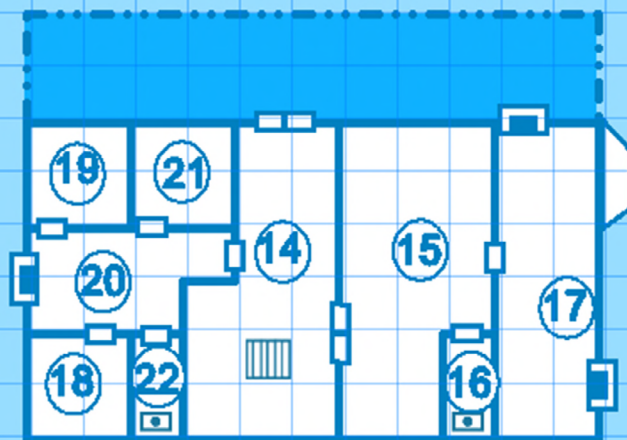
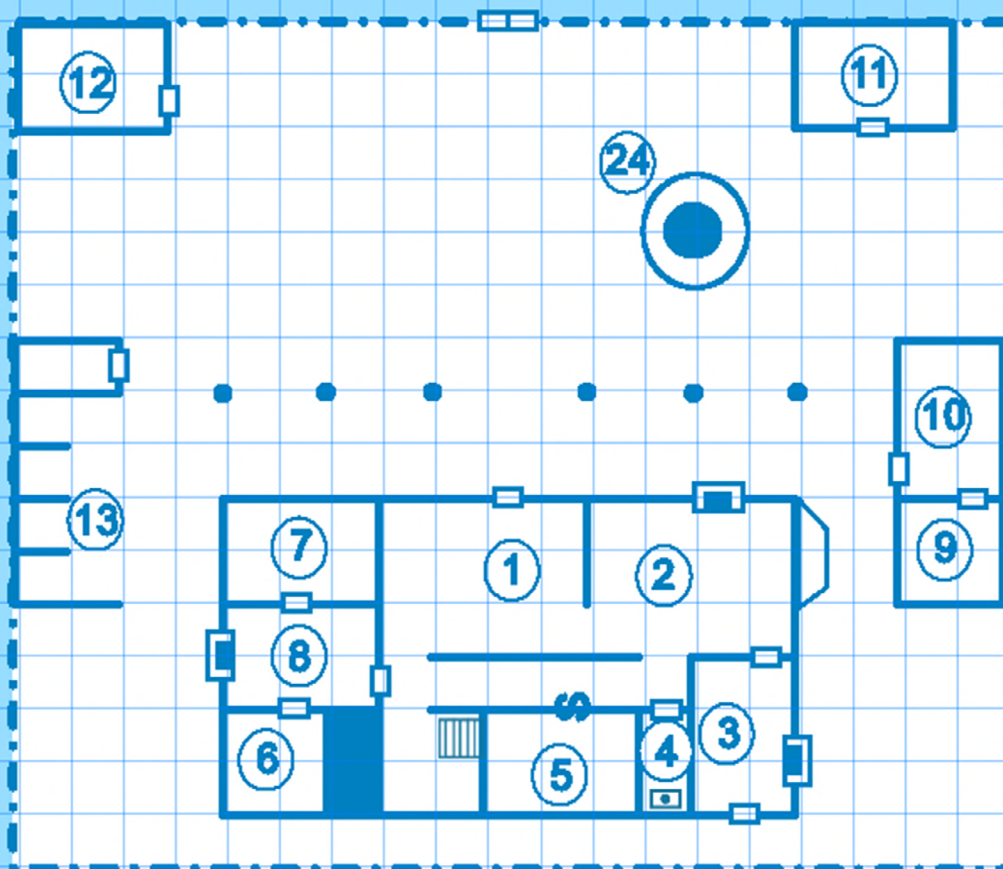
-  Spiral Stairs
-  Stairs
-  Door
-  Door, Metal
-  Door, Secret
-  Secret
-  Trap
-  Trap, Arrow
-  Well



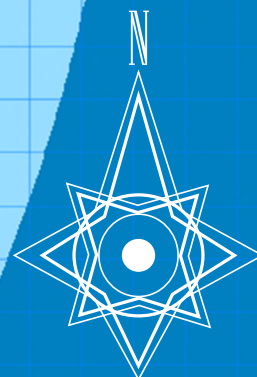
THE FOLIO

Folio Module ROS3.5

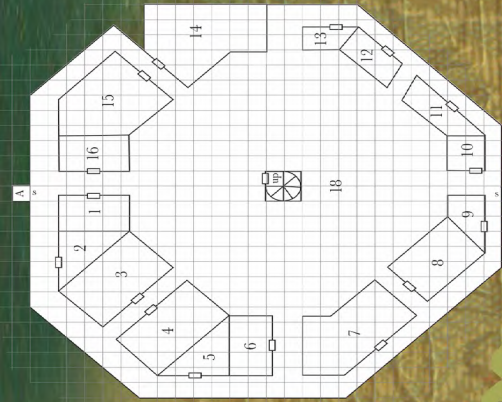
- Balcony Post
- Door
- S- Door, Secret
- Fireplace
- Privy
- ▨ Stairs
- - - Wall
- Well



Upper Level



Battle the Burning Dead



Mithelvarn's Dungeon continues with Level Four, The Glade of the Burning Dead. Three levels have been cleared, but now the most dangerous yet lies before the Company of the Ivory Scimitar. The challenges here will put the characters to the ultimate test.

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

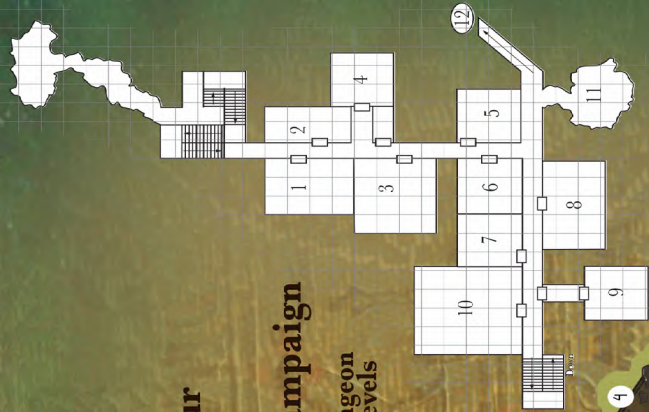
Glade

DOWN

Entry from the Wildlands

Part Four of The Roslof Campaign

Standard Dungeon
Expansion Levels
6-9



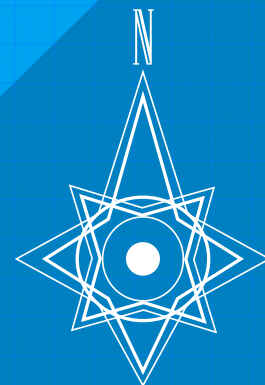
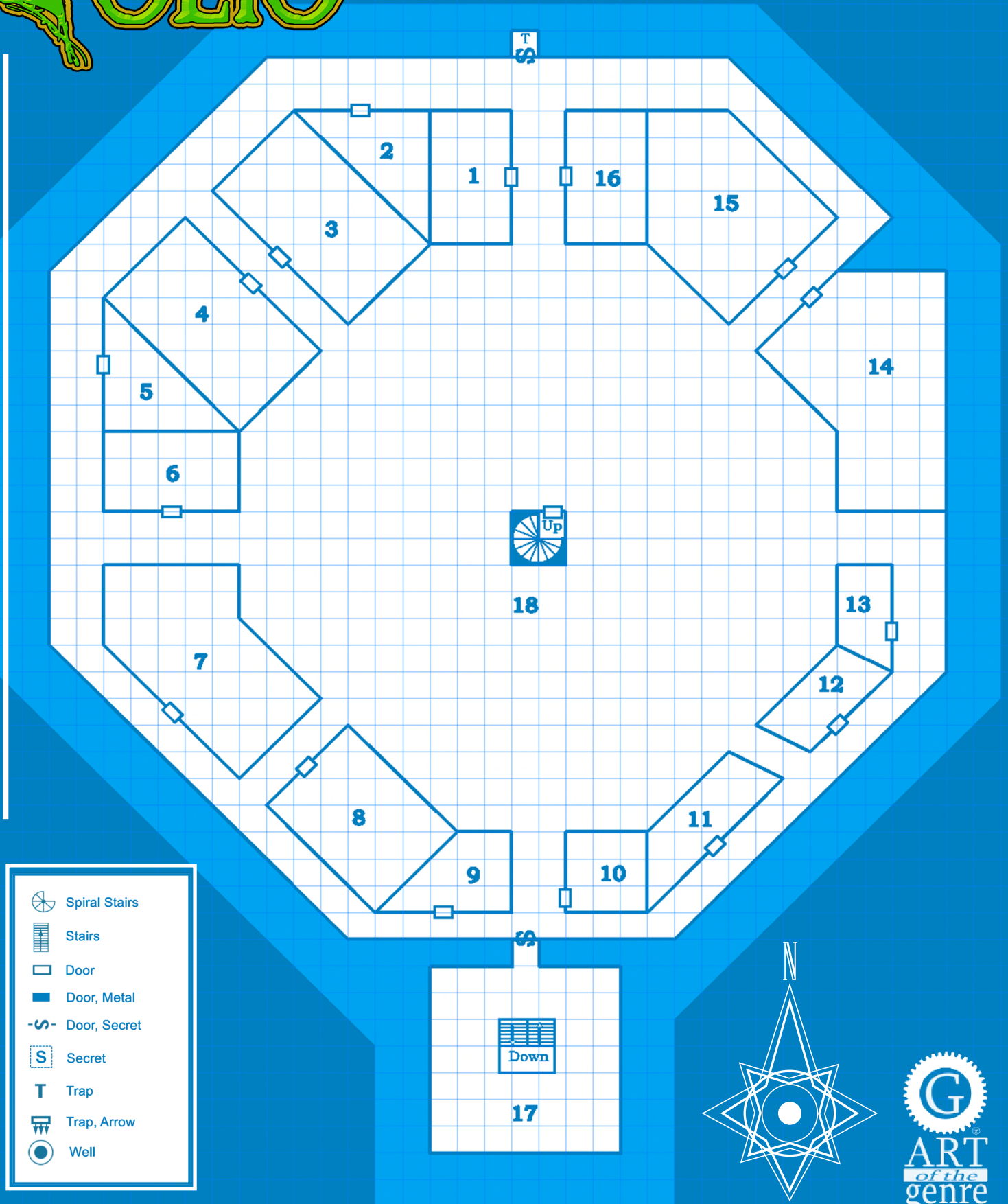
'The Hill', home of one of a dozen mysterious dungeons located deep within the Keldalin Wildlands. The Wildlands are populated by massive runestones and notorious monsters, only Roslof Keep holding the line against chaos and disaster.

Entry to
Mithelvarn's
Dungeon
Level 5

Mithelvarn's Hill



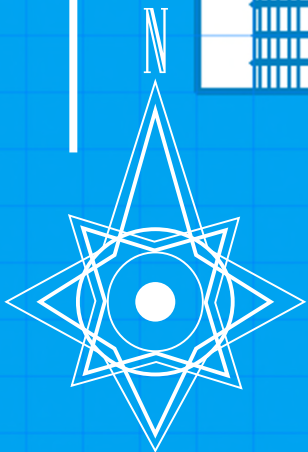
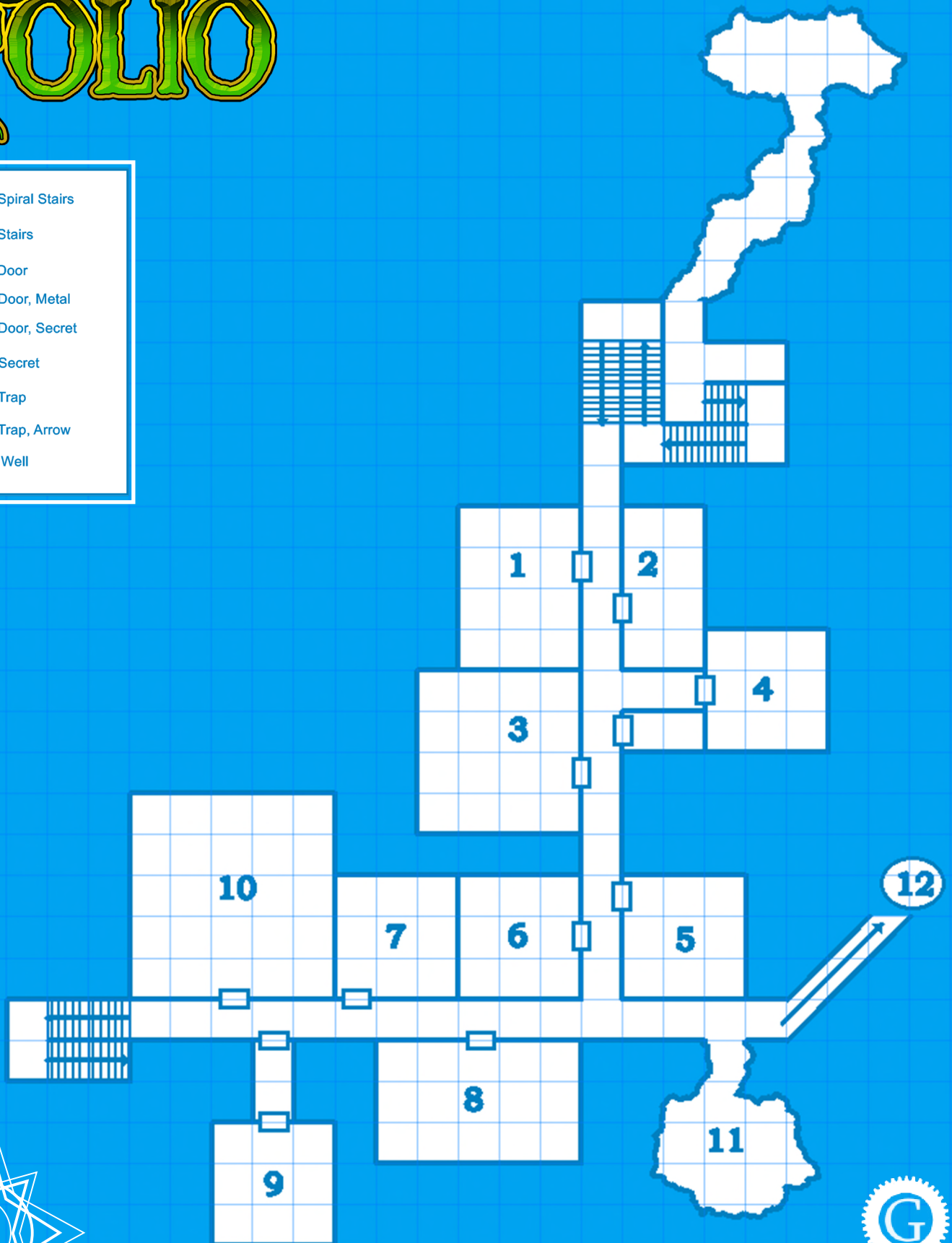
Folio Module ROS4

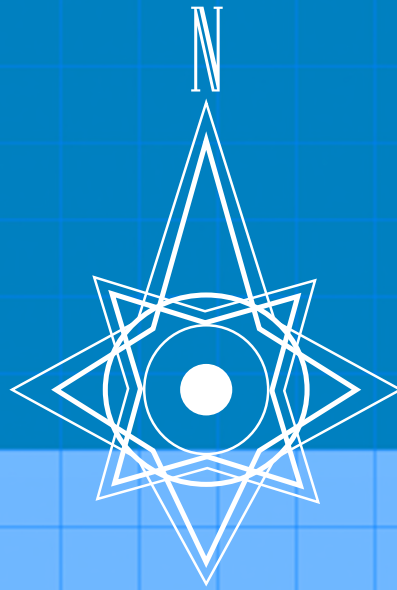




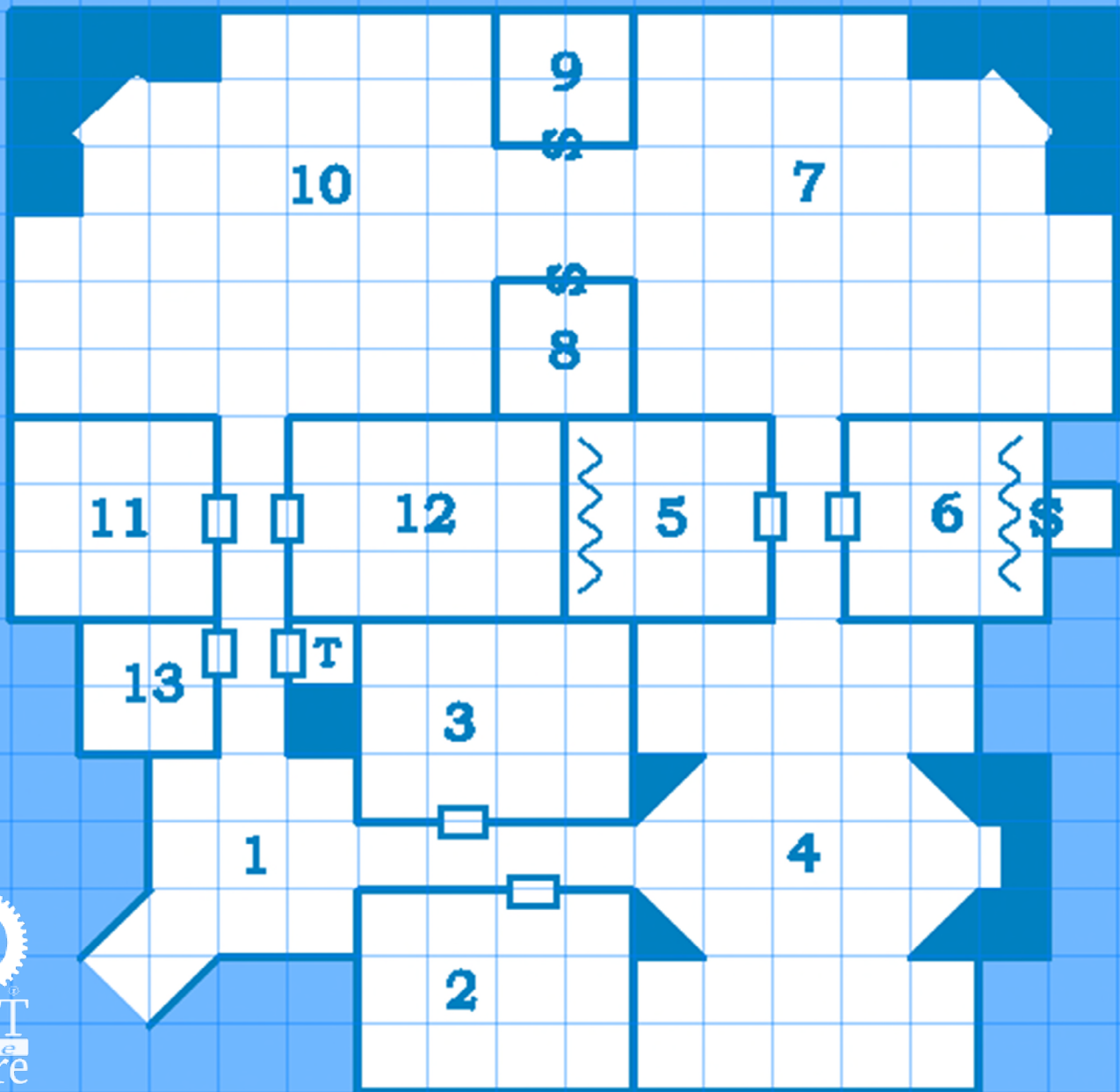
Folio Module ROS4

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





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



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

Level 4

Level 2

17
Level 3

17
Level 4

17 Level

Level

DOWN

S SECRET DOOR

C HIDDEN DOOR

T **TRAP**

Level 2

17
level 3

17

17

(eve]

DOWN

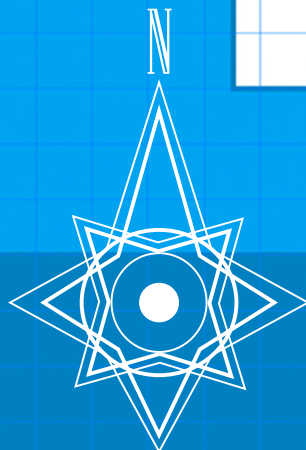
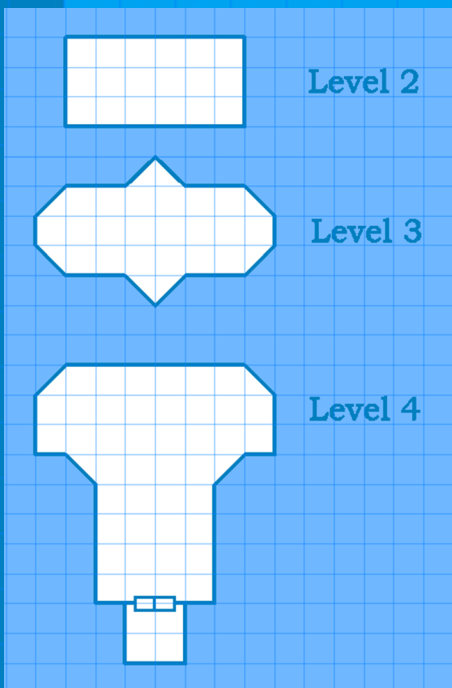
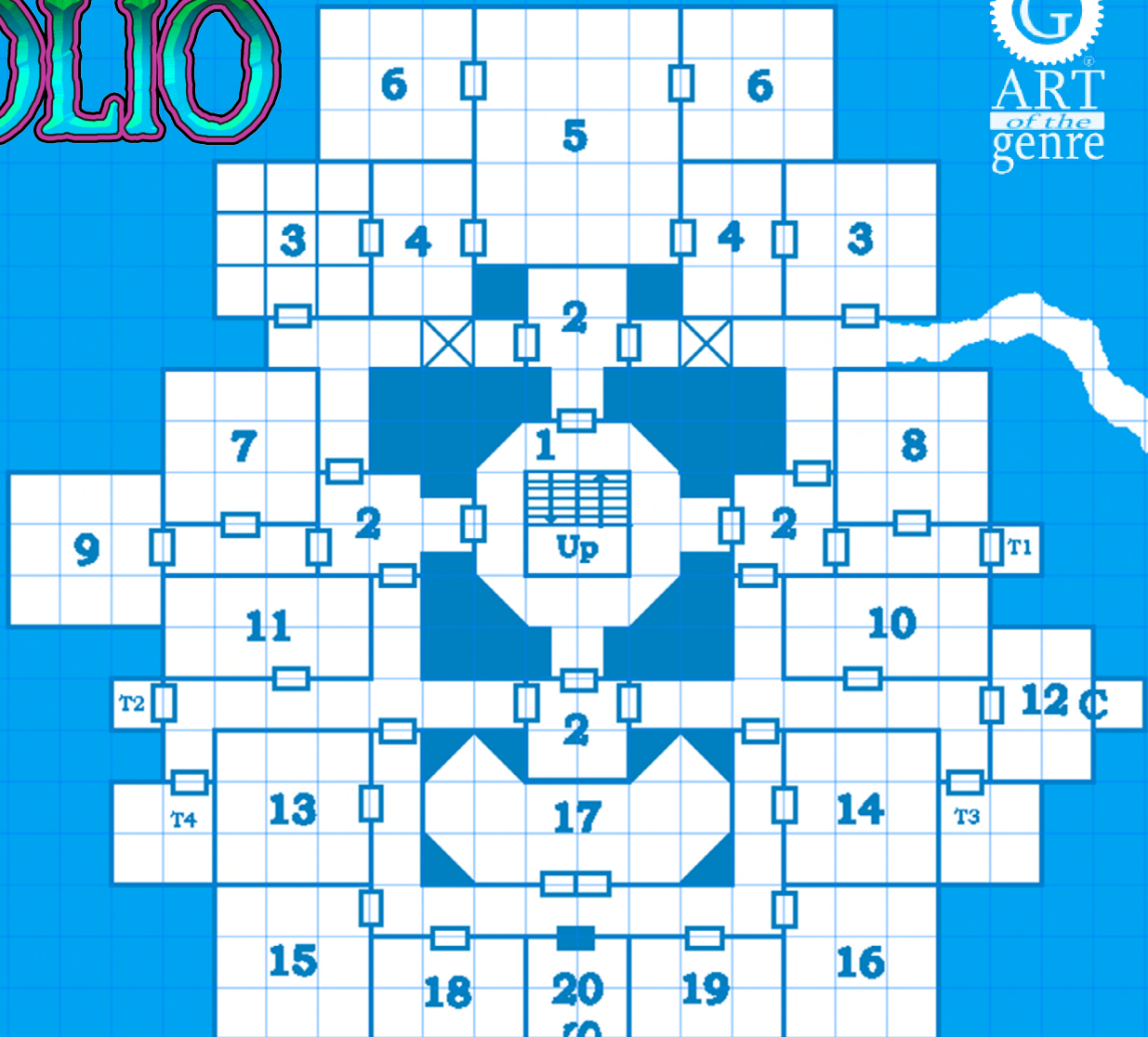
S SECRET DOOR

C HIDDEN DOOR

T **TRAP**



Folio Module ROS5

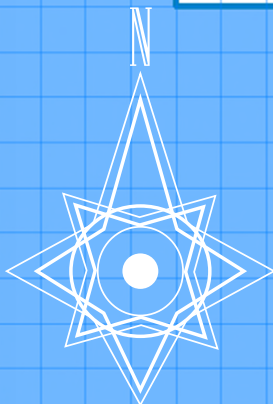
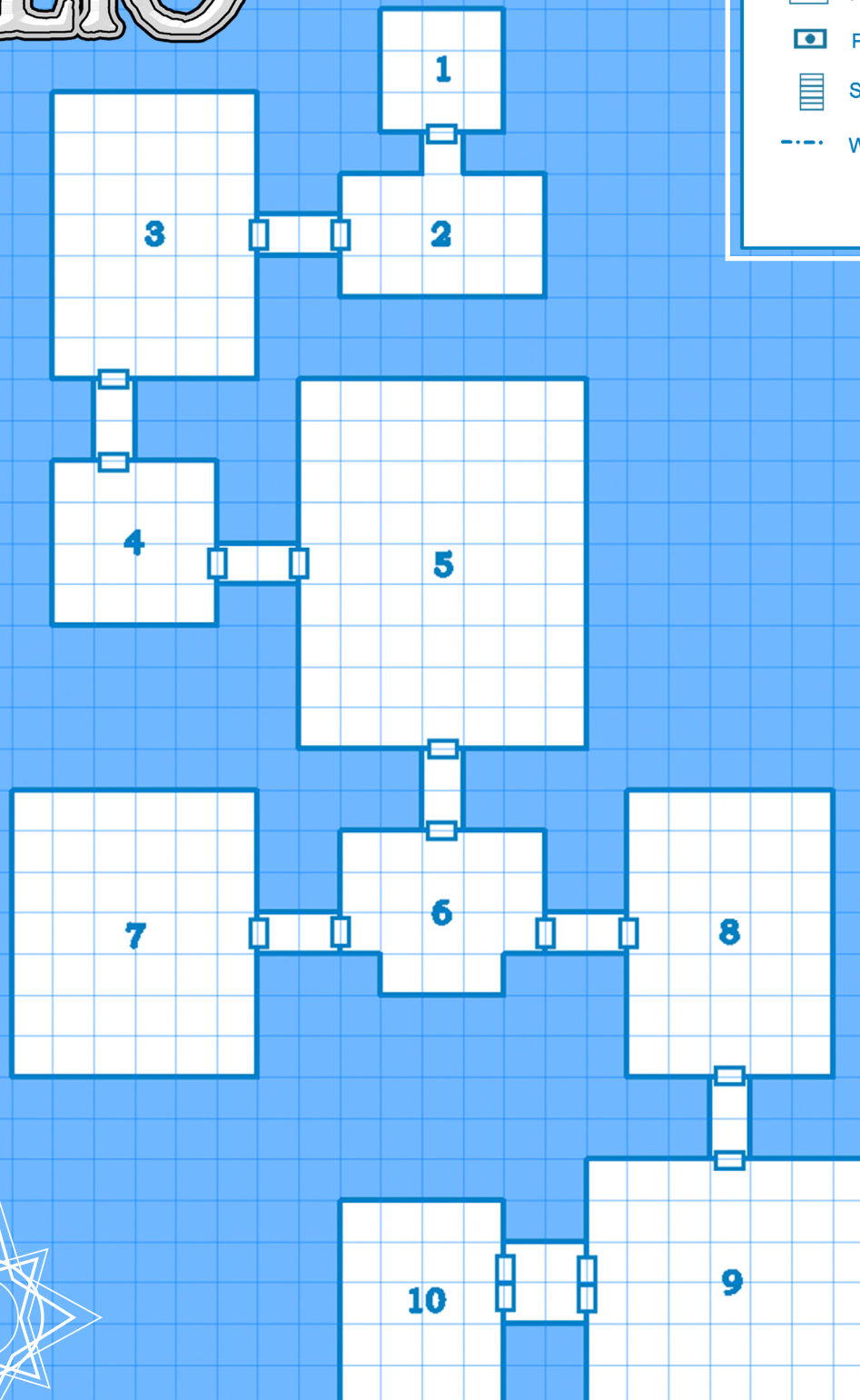


	Spiral Stairs
	Stairs
	Door
	Door, Metal
	Door, Secret
	Secret
	Trap
	Trap, Arrow
	Well

THE FOLIO

Folio Module ROS5.5

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



Heaven's of Business and This Fair

Final
Room

Start
1

The Chaotic Abode of the Mad Jester

Start

The Temple of the Dark Fey Priestess

Final Room 10

Part Six of

The Roslof Campaign

Standard Dungeon Expansion Levels 10-12

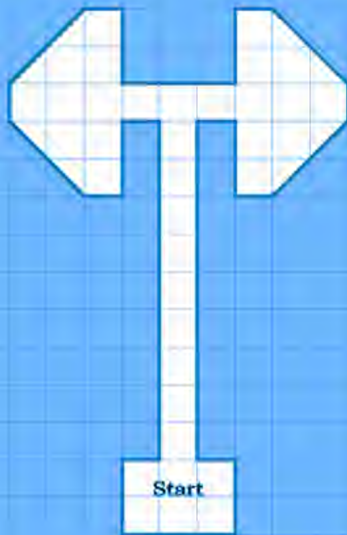
The Hall of the Frost Giant Yarl

1
Start

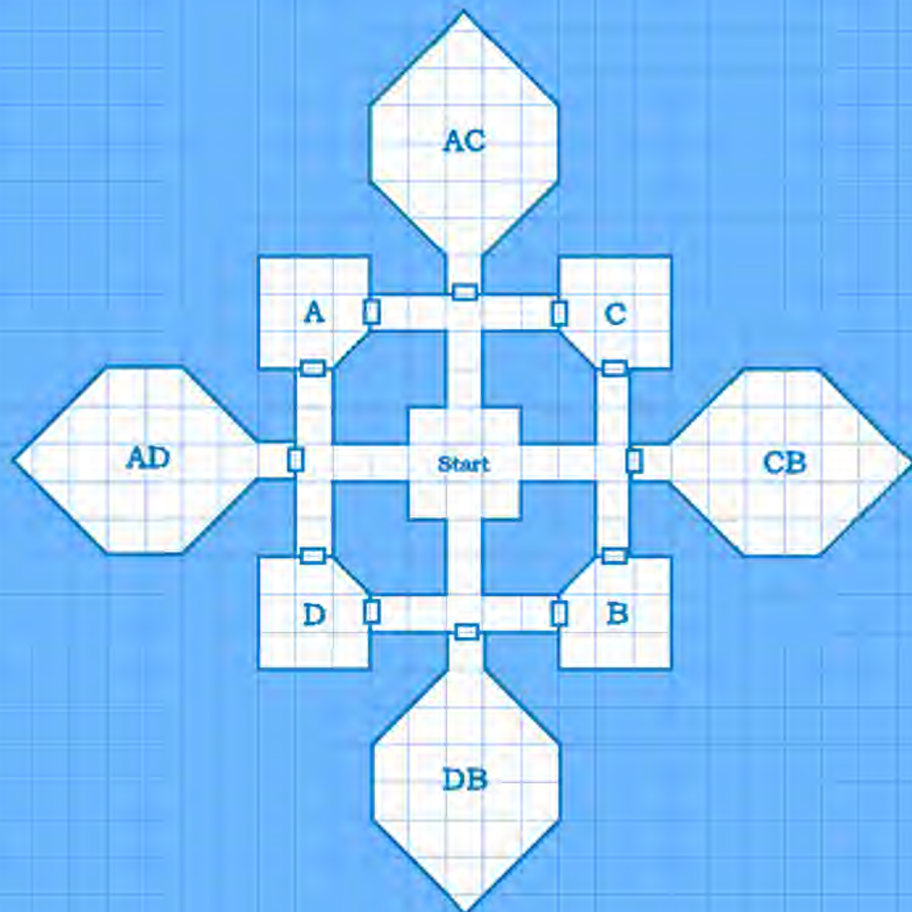
S SECRET DOOR
C HIDDEN DOOR
T TRAP

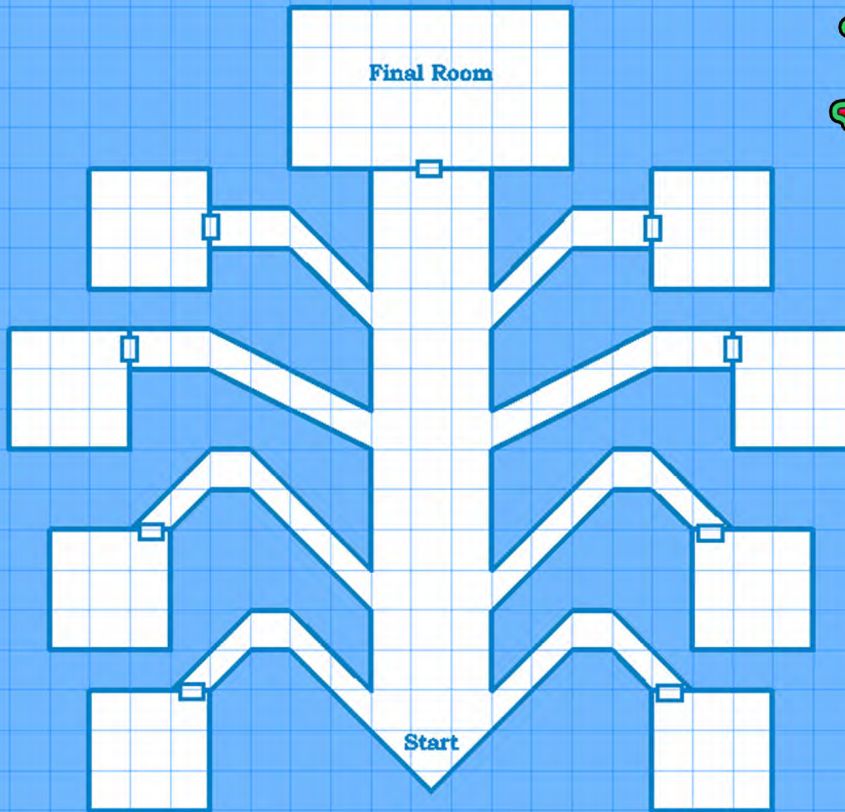
The Ivory Sminiar has almost done the impossible, clearing five levels of Mithelarn's Dungeon, but now the final challenge awaits in *The Realm of Madness and Despair!* Can they face four unique micro-dungeons and bosses to finally gain access to the Infernal Machine and the seed of its power?

THE FOLIO



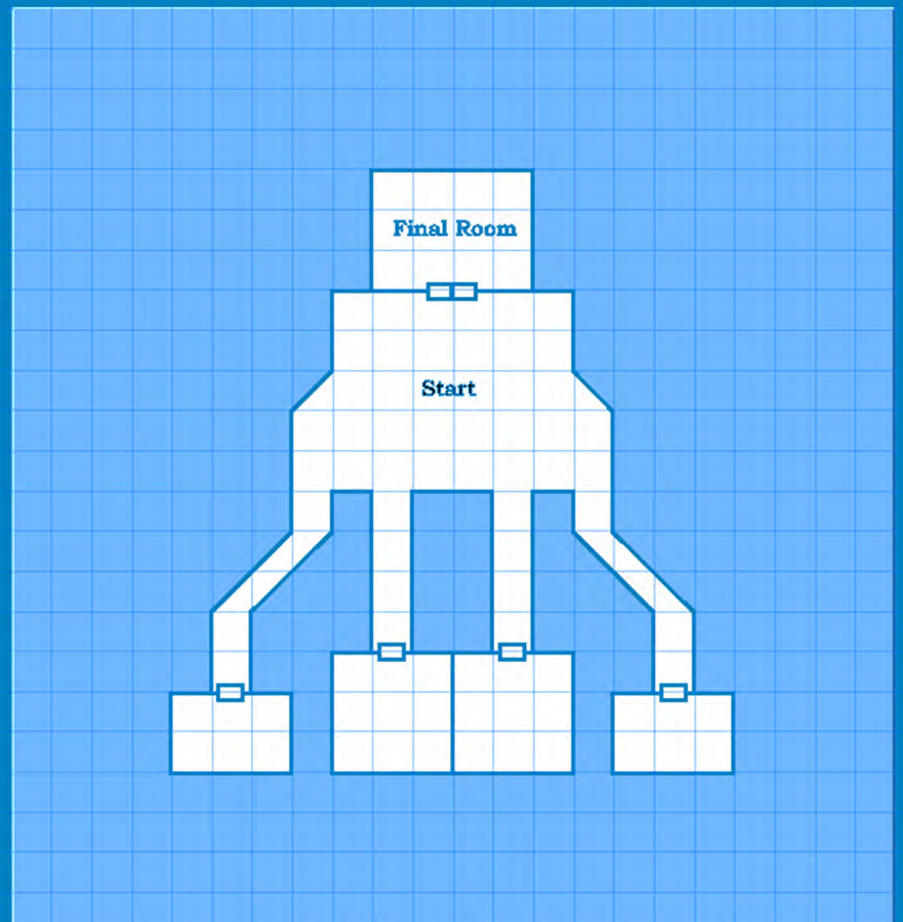
-  Spiral Stairs
-  Stairs
-  Door
-  Door, Metal
-  Door, Secret
-  Secret
-  Trap
-  Trap, Arrow
-  Well





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

Folio Module ROS6





Folio Module ROS6.5

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

