



THE FOLIO

Scott Taylor

The Complete Curse of Roslof Keep Campaign

This fully compiled mega-dungeon adventure is compatible with 1E and 5E mechanics and will take high-level characters through the teen levels (recommended 10th – 17th level)



For experienced and advanced players and DMs, this book provides all a gaming group needs to run the complete Curse of Roslof Keep campaign, including six full dungeon adventures, nine small campaign-adventures, and six mini-adventures, plus a setting gazetteer. Will you be the first to conquer the Shard of Mithelvarn's Infernal Machine?



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The Complete Curse of Roslof Keep Campaign by Scott Taylor

Part One of The Curse of Roslof Keep Campaign

CRK1 Life & Death
in the Kasbah

New Monster
Legion Orc

Gazetteer:
The Kasbah of Tiefon

Adventure for
Levels 10-12
1E & 5E formats!

Part Two of The Curse of Roslof Keep

CRK2 The
Coming Shadow

New Monster
Bender Scout

Gazetteer:
The Places and People
of The Kasbah

Adventure for Levels
11-13
in both 1E & 5E
formats!

Part Four of The Curse of Roslof Keep

CRK4 The Realm
of the Slimes!

New Monster:
Dread Green Dragon

Adventure for Levels
13-15 in 1E & 5E
Formats

Part Five of The Curse of Roslof Keep

CRK5 Darkness,
The Forgotten Aviary

Adventure for Levels
13-15 in both 1E & 5E
formats!

Part Six of The Curse of Roslof Keep

CRK6 The Labyrinth
of the Chaos

New Monster:
Bender True Form

Adventure for Levels
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125 Iconic Characters

The Complete Curse of Roslof Keep
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All characters,
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Dedication

There have been so many people responsible for making Art of the Genre ‘work’ over the course of the past 8 years, but for this particular book I have to send a special dedication to the artist who contributed SO much of his time and energy to make it happen, Simon Adams. I was introduced to Simon when I was brought in as the AD for Gygax Magazine, and the editor passed along a piece of his work to me that I thought had just enough OSR appeal to include in the volume we were working on. Now, all these years later, he is the primary artist for Art of the Genre, and I couldn’t be happier with the gaming style that he’s refined during that time. Well done Simon, this one is for you!

All ‘grey blocks’ are for 5E conversions

THE FOLIO

The Complete Curse of Roslof Keep Campaign

by Scott Taylor

I really had no idea where my journey would take me when I first launched The Folio back in 2015. Truth be told, my first Folio Kickstarter campaign failed for Roslof Keep, and I was forced to contemplate never producing gaming material for the AotG imprint and simply leaving the industry altogether.

Thankfully I decided to retool and try again.

Now, five years later, amid a global pandemic, I'm putting the finishing touches on my second 'complete' Roslof campaign and it is still kind of surreal. The passion my fans have shown for Roslof is simply amazing to me, and I hope that what I've created here will allow them the same enjoyment as the first campaign.

However, I want to provide a warning, as this campaign is not for the faint-hearted. This massive adventure set was designed for high level characters to directly mirror the cruelty and daunting toughness of my own gaming table. I am not a DM who thinks players need to be attended to with kid gloves, and The Curse of Roslof Keep reflects that. So, if you do accept the challenges within, know that it is meant to be difficult in the extreme, and as always, feel free to modify accordingly to your own personal tastes. After all, this is meant to be fun, and I think no matter how you use the mechanics, the story will provide many hours of enjoyment for your players.

Lastly, I have to say thank you AGAIN to all those who have rallied around the Art of the Genre banner the past eight years. Without your undying support, what I do would not be possible, and I can't thank you enough for that.

Now, without further delay, I want to, as always, wish each of you GREAT GAMING!

Scott Taylor



THE FOLIO

Folio Module CRK1

The Curse of Roslof Keep

An adventure for 5–8 characters, Levels 10–12



Folio Module The Curse of Roslof Keep!
by Scott Taylor

The Curse of Roslof

Part one of The Curse of Roslof Keep

An adventure for
5-8 characters,
Levels 10-12



Folio Module The Curse of Roslof Keep

An adventure in both 1E and 5E formats for
5–8 characters, Levels 10–12

City of Tiefon

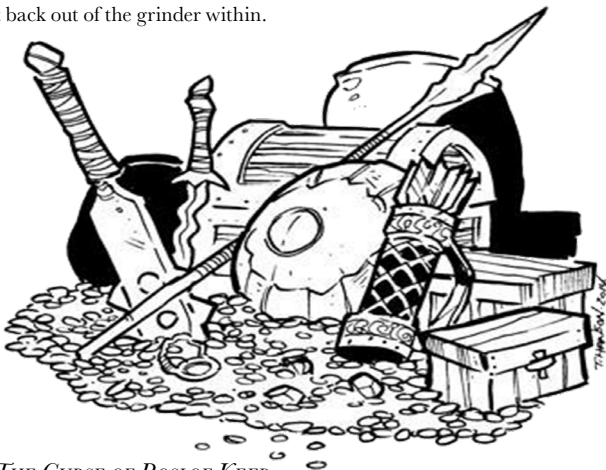
A century ago, Tiefon was little more than a mysterious outpost consisting of a mix of traders from the Black Sands and pilgrims fleeing persecution by the Duke of Gariny after the 2nd Set War. At its heart, three blocks from the harbor, a small, walled city known as the Kasbah of Tiefon held remnants of a people who claimed descentance from the Lords of Nextyaria, the ancient God's Capital of the 1st Age. Around this compound, the Black Sands traders built warehouses and structures for commerce until the fallen knights of Gariny, those that had gone against the duke, fled west seeking a land of their own. The bulk of these refugees would continue west to the Lake of Estyfyr where they would found the Galvorn Freeholds. Some, however, stayed in Tiefon to build a port and housing that resembled that of their eastern roots. These families would later join Philip Fleetwood II in the Ebondoom War, and when he overthrew the forces of Ravenmoore, he settled with these old nobles as he himself once called Gariny home. Here, he founded his Kingdom of Thalonía and the Duchy of Dravaria to the northeast as his vassal state, making Tiefon his capital. The city grew as a gateway to the West, and it thrived under Fleetwood leadership until they took the Imperial Throne after the Five Years War.

Today, it is one of the largest cities in the New Kingdoms, rivaled only by Taux and Tristra. Imperial Duke Godwin Ravenwood sits on the throne, and around him, a council of six great houses helps to disperse judgment on the state, with the duke breaking all political ties. These families are always jockeying for position and favor, and currently, the most palpable carrot among them is the threat to the ancient Kasbah. As the Kasbah is seen as a state unto itself in the city, and no political entity has influence over it, it is believed among the houses that the first one who overcomes the threat against it will surely gain some political favor.

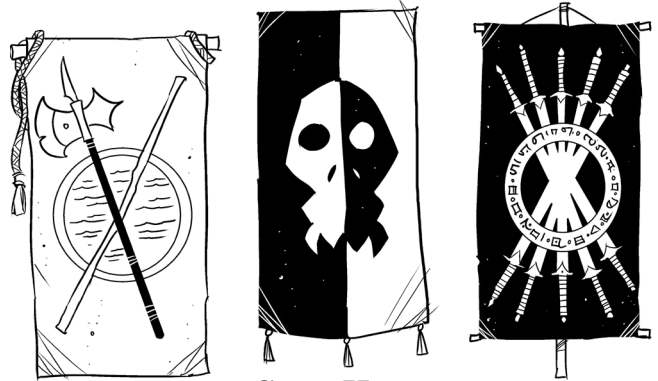
Politics

Currently, the six great houses are at 'war', meaning they have drawn in their resources, summoned their reserves, and are doing an all-out political battle to see who can win the Kasbah to their banner. Anyone who controls the interests of the Kasbah would not only have untapped elder knowledge and perhaps a political marriage for insider rights to the blooded hierarchy of the compound, but they would also have an extra vote at the Tiefon Council, thus ensuring that their power would be unmatched beyond that of the Imperial Duke.

For this reason, each house has gone to great lengths to bring in a banner company from around the Nameless Realms, hoping these mercenary bands have what it takes to enter the Kasbah and its newly appeared dungeon. Some have already tried and failed, their standards never allowing them entry to the dungeon, while others have entered, only to find themselves quickly defeated and spat back out of the grinder within.



The six banner companies in the city are currently being held in check against outright combat between them by a decree of the Imperial Duke, but what happens below the surface is anyone's guess. However, that doesn't mean that agents, assassins, rogues, and dark sorcerers haven't already been put into play behind a veil of secrecy, all in hopes of derailing any of the companies before they can find a way to defeat the dungeon.



Great Houses

House of Eld

The House of Eld has seen better days, but it isn't on its last leg. There is still wealth to be had in its holdings outside the city, and a few lucrative shipping contracts help keep the house running in the black. Still, an influx of clout, especially from the Imperial Duke, would go a long way to secure more contracts within the city and also perhaps open up trade to the West (something House Mortimer currently has a stranglehold on). Having little recourse in the way of hiring experienced dungeon companies, Erg-Count Holm decided to go for a long shot and hire a company that had reputedly cleared a similar magical dungeon in the Free Coast. It is his hope that even though not as experienced with the Kasbah Dungeon, this Eastern company might have insights that failed the Brethren of Nextyaria.

Leader: Milvan Holm, Erg-Count of Tiefon

Tiefon Council Rank 5th

Banner Company: Ivory Scimitar

Allies: House Fenrik (the erg-baron's daughter is set to marry Lady Fenrik's eldest son)

House of Mortimer

The wealthiest and most powerful of the six houses, Juan Fellows Mortimer is a shrewd businessman with a heart as dark as the Abyss. He's employed his disdain for decency in securing nearly every trade caravan headed west, and he is known to have eliminated several rivals among his own house to take the role of erg-baron. Now a man of 50 winters, he has calmed down a bit, especially from his youth spent working with the Thieves Guild of Tiefon, which is one of the ways he found his means to power.

Leader: Juan Fellows Mortimer, Erg-Baron of Tiefon

Tiefon Council Rank 1st

Banner Company: Guilmor's Company

Allies: None, and he doesn't trust anyone enough to have an ally. He motivates the council on threats alone.

HOUSE OF FENRIK

House Fenrik has made a name for itself dealing with high-end trade goods sold down the Southern roads to the Imperial Capital of Nextyaria. It also deals in drugs and prostitution on the back end, something most know but will never speak about in public. Some say there are traces of elven blood in the Fenrik line as the erg-countess has three children in their mid-twenties and is mostly indistinguishable from them.

Leader: Vianca Fenrik, Erg-Countess of Tiefon

Tiefon Council Rank 3rd

Banner Company: The Rivermen

Allies: House Eld, to which an alliance of marriage is in the works.

House of Harrington

Lord Harrington has managed to acquire a good reputation among the harbor towns of the New Kingdoms, having spent twenty years among his father's trade fleet before the house was passed to him. He now rules the sea trade of Tiefon, the harbor sometimes referred to as Harrington's Port. His desire, however, is to move up in the ranks of the houses, taking the wealth and contacts he's gained outside the city and turning it into a better position on the inside. Currently, he's considered an outsider.

Leader: Erik Garland Harrington III, Erg-Baronet of Tiefon

Tiefon Council Rank 6th

Banner Company: 10 Stout Blades

Allies: It is said that the middle child of Lady Fenrik is actually Lord Harrington's, and although this is pure rumor, the two houses do often vote together in a block.

HOUSE OF RAZUUL

Lord Razuul was once a vizier for the Imperial Court in Nextyaria, but having failed the Royal House Fleetwood in some fashion, he was banished to the provinces and found a home in Tiefon. Since arriving, he has used his political training to outmaneuver even the best in the court and has managed to acquire a decent amount of valuable real estate in the city (some would say he did this through the use of dark magic). Whatever the case, House Razuul now sits high on the council, and that status could fly even higher if it can solve the problems in the Kasbah.

Leader: Sorimont Razuul, Magister of Tiefon

Tiefon Council Rank 2nd

Banner Company: Saryn's Spell Weavers

Allies: None, but Razuul and Lord Mortimer are known to be deadly enemies.

House of McMannon

House McMannon is the middle ground of the council, and as such, Lord McMannon always works as the mediator to disputes and was the first to accept the risk of fielding a banner company to enter the Kasbah Dungeon. When he hired the Brethren of Nextyaria, he thought the entire problem would be solved quickly, but instead, he got left high and dry when the company abandoned the contract and was further vexed when other houses began taking on the challenge more successfully than him. Now he hopes to recapture his early momentum by creating his own house company, likely from defectors of other companies now in the city. If he's not successful in this, his position could slip in the council, and that is not something he is willing to accept.

Leader: Jeffrey Mackay McMannon,

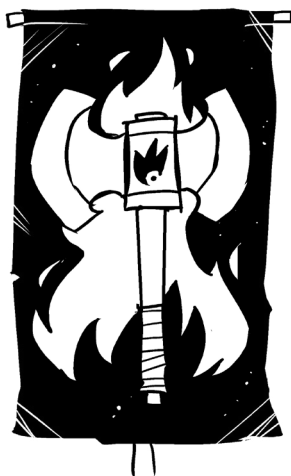
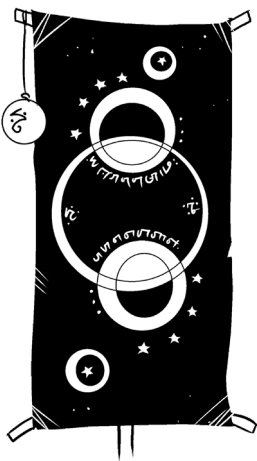
Erg-Baronet of Tiefon

Tiefon Council Rank 4th

Banner Company: None (formerly the Brethren of Nextyaria,

1st to breach the dungeon)

Allies: As the mediator of disputes, he typically has no true friends or enemies.



The Rivermen

The only remaining banner company to have come up the river from the jungles that surround the Imperial Capital of Nextyaria, the Rivermen are run by a halberd-wielding taskmaster named Gorum DeVane. He has a 'take no prisoners' mentality and prefers a straight fight, which doesn't make him particularly adept at magical dungeons (perhaps a reason he left Nextyaria in the first place). The Rivermen boast two high-level clerics (12th and 11th), as well as 7 fighters (all 10th), and a female wood elf thief by the name of Trix Sourstem (12th).

Gorum DeVane

Originally a pole-boy on the river barges bound for Nextyaria, Gorum learned to wield polearms and staves at a young age. He has a highly magical halberd called Snow Cleaver that he recovered in a Nextyarian dungeon.

[AC -3, HD 12, HP 118, #AT 5/2, Hit: +10, D (1-12 + 1-8) +13 (Halberd + Frost)]

TREASURE

HALBERD +4 'SNOW CLEAVER' [HALBERD +2 FROSTBRAND], *GAUNTLETS OF OGRE POWER, +2 RING OF PROTECTION, +2 PLATE MAIL

[AC 22, HD 12d10+36, HP 106, Initiative +3, #AT 3, Hit +10, Dam Halberd 13 (1d10+8) Frost 4 (1d8), Multiattack.

STR: *18 (+4), DEX 17 (+3), CON 17 (+3),

INT 12 (+1), WIS 10 (-), CHA 13 (+1)]

Guilmor's Company

Run by Alias Guilmor, this banner company hails from Ravenmoore in the New Kingdoms and has been making a name for itself in dungeons all along the Ice Wall for a decade. They are a hardy group of Northmen who are perfect for the likes of House Mortimer. Some consider Guilmor to be an anti-paladin, and that he has Ebonlance blood, one of the most notorious families in Ravenmoore. He directs his forces from the rear, keeping an eye on things and making sure he can crack the whip when needed. Of the banner companies currently in Tiefon, this is the one voted most likely to jump another company while in the dungeon. The company consists of 5 heavy fighters (11th), 1 cleric (10th), and a newly minted thief (4th) as their last one died to a trap.

Alias Guilmor

Alias isn't an anti-paladin, but he enjoys fostering that rumor. Instead, he is simply a warrior with an evil alignment who uses a soul-sucking blade. He wears armor that resembles some horrible skeletal creature and keeps his face covered so outsiders don't know who he is if he is out on the town.

[AC -4, HD 13, HP 100, #AT 5/2, Hit: +4, D (2-16)+3 (Longsword)]

TREASURE

+2 PLATEMAIL, +2 SHIELD, RING OF PROTECTION, +3 SWORD OF LIFE STEALING

[AC 26, HD 13d12+39, HP 117, Initiative +5, #AT 3, Hit +11, Dam Longsword 9 (1d8+5) + Necrotic 4 (1d8), Multiattack (3 Swords).

STR: 17 (+3), DEX 13 (+1), CON 16 (+3),

INT 13 (+1), WIS 16 (+3), CHA 17 (+3)]

10 Stout Blades, Mercenaries from the Far West

Hailing from the great Western port of Findalynn, this company is probably the least prepared to enter the Kasbah Dungeon. They are primarily duelists (Findalynn Bravos) and led by Dame Whinif Von Sherri, the vivacious and deadly 'Singing Blade'. She was captain of the banner company when they marched east, having tired of the constant bridge duels of her home city and looking for a new challenge. Certainly, the company had also done its fair share of sewer delves and under-dungeons of the city, but it was not prepared for what it would encounter in the streets below the Kasbah. Currently, Dame Sherri is laid up outside the Kasbah in a temple, trying to heal her broken ego (the bones have long since mended due to magical healing). Some in the company fear she might never come back to lead them; others whisper of defection or choosing a new leader among those of the company. There are 4 fighters (8th), a magic-user (7th), and a ranger (6th) in the company, none of which are ready to take the leadership role.

Dame Whinif Von Sherri

Born the daughter of Garl Von Sherri, the Canal Surveyor of Findalynn, Whinif became well-versed with the secret ways to traverse her home city when she was very young. This knowledge led to connections with various guilds, and those connections led to fights, and those fights led her to the House of Bravos for full duelist training. By twenty, she was her own banner company commander, and by 25, she was already sick of her home and looking for the next big score, which led her to Tiefon.

[AC -1, HD 13, HP 109, #AT 5/2, Hit: +8 D: (1-6)+5 (Rapier)]

TREASURE

+4 Silk & Leather Armor, +3 Ring of Protection, +2 Shield Broach,
+3 Rapier, +2 Findalynn Dagger of Defense,
7 Potions of Extra-Healing [Greater Healing]

[AC 24, HD 13d12+39, HP 117, Initiative +4, #AT 3, Hit +11, Dam Rapier
8 (1d6+5), Multiattack (3 Rapier).

STR: 15 (+2), DEX 18 (+4), CON 16 (+3),
INT 11 (-), WIS 12 (-), CHA 15 (+2)]

Saryn's Spell Weavers

This group of warriors is from the magically rich island nation of Arcania. This means that each of them is gifted with one spell-like ability (typically less than a 3rd level magic-user spell). It is led by Mathaneal Gabriel Orange, one of the descendants of the founder of the Orange Brotherhood (a mercenary group of Arcanian sorcerers known the world over). He employs two magic-users in his company (12th and 7th), but he himself is a warrior by trade with a powerful Delayed Blast Fireball natural ability. The Spell Weavers have a good set of secondary magical skills that make them well prepared for a magical dungeon, and they were on their way to Nextyaria when word came of the opportunity in Tiefon. The full company roster, aside from the magic-users, includes 3 fighters (10th), 2 clerics (11th and 9th), and 2 thieves (13th and 10th). They also have three orc supporters that carry equipment while they are in the dungeon and also act as interpreters for various black speeches the party might encounter.

Mathaneal Gabriel Orange

Known for his Delayed Blast Fireball spell-like ability (he can cast it 3x/day at the same level of magic-user as his current fighter level), Mathaneal rose to power quickly in the mercenary companies of Arcania. His name helped him defeat rivals, often without a fight, and when he discovered his first magical dungeon, he was hooked. He spent the next several years perfecting his banner company for such dungeons, and he has little doubt he will be the first to solve this particular one in the Kasbah.

[AC -2, HD 14, HP 103, #AT 5/2, D (1-8)+12 (Longsword +3)]

TREASURE

GIRDLE OF GIANT STRENGTH (HILL), FULL PLATE, SHIELD +2,
LONGSWORD +3 [+2]

[AC 22, HD 14d10+42, HP 112, Initiative +4, #AT 2, Hit +5,
Dam Staff 3 (1d6).

STR: 19 (+5), DEX 12 (-), CON 16 (+3),
INT 14 (+2), WIS 11 (-), CHA 15 (+2)]

Firebeards of Karas

Newly arrived in Tiefon, the Firebeards of Karas are a dwarven company of berserkers who are seeking fame in one of the human world's magical dungeons. Although they are currently in negotiations with House McMannon to represent them in the Kasbah Dungeon, House Mortimer is interfering as they are looking to field a 2nd company themselves and fully cut House McMannon out of the mix. This means that the Firebeards have yet to enter the dungeon and that the Ivory Scimitar will not be the 'youngest' company that is currently at play within this campaign. There are currently only 8 members of the Firebeards (including Rommel): 4 fighters (8th, 7th, 7th, 6th), 2 Clerics (9th & 6th), and 1 thief (10th).

Rommel Magma Axe

Rommel is a typical Karasian (often pronounced Crazy'n by any other race that knows of them) Dwarf, meaning he is heavily tattooed, red-bearded, and known for having a hair trigger for a temper. His company always brings a tapped keg (in a wheelbarrow) with it when it goes into the dungeon, and he often sits atop it with a heavy crossbow, dealing death where he sees fit (and he is double specialized in it).

[AC 3, HD 10, HP 100, #AT 2/1, D (1-4)+8 (Heavy Crossbow)]

TREASURE

Heavy Crossbow of Speed +2, Plate Mail,
Battle Axe +3 [+2], (50) +2 Bolts

[AC 17, HD 10d10+50, HP 100, Initiative +4, #AT 2, Hit +6, Dam Quarrel
9 (1d10+4). Archery, Improved Critical,
STR: 18 (+5), DEX 12 (-), CON 20 (+5),
INT 11 (-), WIS 11 (-), CHA 10 (-)]

Great Company Sponsors

Within the city of Tiefon, the banner companies of the great houses have become something like celebrities, and although the bulk of this adventure will be run within the Kasbah (and not the city proper), it should be noted that there will be entrepreneurs that will approach the company about placing advertising on their banner. The following list contains some of the vendors interested in advertising and what they might have to offer at this time.

Merchants

Blacksmiths, armorers, weaponsmiths, and all manner of magical dealers, including an inn or two, are on the lookout to advertise with a company. They tend to offer reduced rate services, free stays at their establishments, and custom repairs. All are looking for at least a year contract.

Churches

There are various churches within the city that are always looking to increase their flocks. To do so, they might try to offer the services of their god or goddess to the party in the way of healing spells or potions, to remove curses, and diseases, etc.

Military

The military arm of the city isn't particularly interested in dealing with magical dungeons, but they do understand that many young men look up to adventurers and the fame an adventuring company might achieve. They intend to capitalize on this as they can, offering young men 'experience with a blade' by joining up so that they might one day become great warriors. If the company takes a contract with the military (city guard, scouts, cavalry, general army), they will get protection from this service should disputes break out in the city at any time.

Nobility

Obviously the great houses already have a hand in play where the banner companies are concerned, but there are dozens of lesser houses and nobility that want to make a mark in the political climate, perhaps even displacing one of the great houses in the eyes of the Imperial Duke. They offer money, arms, potions, fine drink, and perhaps even a daughter in marriage to the company for insider tracks to contacts within the Kasbah.

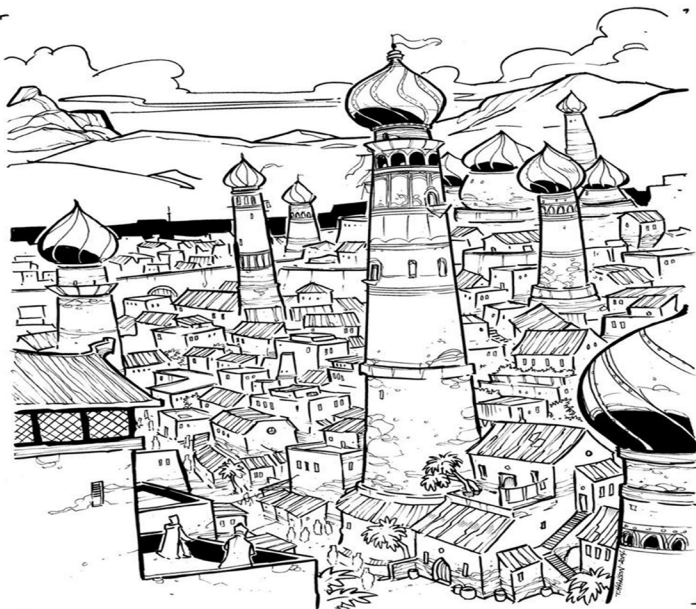
The Kasbah

This ancient, walled compound is like a town unto itself set almost directly in the center of the great city of Tiefon. It was there when the area first began being used as a trade hub for shipping going west, and even then it was ancient. Little is known of what goes on inside the Kasbah by the outside world. Some argue that those who live within are Farians, long-lived and elf-blooded humans who came from old Nextyaria after the fall. Others suggest that they are a lower race, some cast-off slaves that rebelled against the old lich lords of the Nublar long ago. Whatever the case, they are rarely seen outside their walls, and there is no particular trope or feature that distinguishes them as a group, but instead, they seem to be of many mixed origins, having not, after so many years of living together, blended into a single ethnicity.

The walls of the Kasbah are old limestone, twenty feet high and without watchtowers. Only a single (known) gate allows access to the small marketplace where any trading between the inner and outer citizens can take place. After that point, no one is allowed into the snaking and dark streets unless they are from the Kasbah itself.

Once the Kasbah Dungeon appeared and the threat it posed caused rife inside the walls, the ruling bodies (whoever that may be) decided to invite the great houses of the outer city to help in exterminating the problem. To accomplish this, a single route was created farther into the Kasbah, toward a center square that once housed an old temple to a long-forgotten god. Around the square, several shops exist, and two buildings have been set aside for the use of banner companies as apartments so that they don't have to travel to and from the Kasbah each time they wish to explore the dungeon.

The shops inside the square consist of two eateries, a smithy, a wine and spirits shop, a potion and scroll dealer, and a library. Otherwise, all access to Kasbah proper is forbidden to the banner company members when they are inside the Kasbah itself.



Loft Apartments

The Kasbah Council set aside 6 loft apartments, all located in different buildings so that no banner company must share space. These apartments have a small kitchen, water closet (fancy!), and sleeping/common area for up to 10 human-sized people. Each has a heavy door with a solid lock.

The Morning Bun

This bakery specializes in sweet treats made with sugar from the jungles to the south. It also has chocolate drinks (much like Taux) set with spice, and the bread is some of the best in the city. Fruit is also served (brought fresh from jungle barges each morning), and the kitchen serves five types of egg dishes for protein. The proprietor is one Kema Shaw, a tall and willowy blond (seeming a high-blood Farian) with incredible jade-colored eyes. Two employees (one boy and one girl), both with dark Shona coloring from the Opal Gates, help with the cooking and serving of customers.

Tolar's Grill

Bunbold Tolar is a hill dwarf, and he cooks like a hill dwarf, with hearty mead served with thick cuts of spiced pork, hearty bread, aged cheeses, and honey-butter. What a hill dwarf is doing in the Kasbah, only he could say (but he won't). He runs the grill with his daughter, Elga, who is taller than him, thinner, and has a hint of human in her with eyes grey like the sea after a storm.

Selimnia's Spirits and Wine

A Shona woman, dark-skinned with short cropped and bun-twisted hair, runs that shop. Her name is Elmanan, and Selimnia was her mother who died some time ago, but her collection of wine is unmatched in Tiefon, save for perhaps the Imperial Duke's palace, and she has mostly specialty spirits from around the world in her colorful bar that serves the eight tables in the establishment.

The Dark Anvil

This smithy can take care of all repair needs and is a good place to fence weapons. The owner, Nile Hannah, is a tall and well-muscled blond man with a charming smile and excellent skills with a hammer.

Jozan's Apothecary and Script

Jozan the Deep Cloak may be a man, but none can truly say because he is always cloaked, and from the deep darkness within, between 2 and 6 eyes sometimes shine with a deep golden glow. Whatever the case, Jozan whispers his trade to any who would dare come to his store. He has all manner of scrolls (4th level and below), and typically 4d16 Potions of Extra-Healing **[Greater Healing]**.

The Jade Apprentice

This library holds a nice collection of information on the New Kingdoms, including monsters, magic items, gods and saints, and even a history of wars and mercenaries. However, it doesn't seem to have any information on the Kasbah.

The Shard of the Infernal Machine

In Roslof Keep, the Infernal Machine is a magical generator that populates the dungeon with monsters. However, because of an earthquake, the Infernal Machine was damaged, and bits of its magic (also intelligent) were released into the world. These 'Shards' have minds of their own, but nonetheless, their base programming still exists, that being the purpose of making a dungeon and filling it with monsters. In the case of the Kasbah Shard, it has taken human form as both male and female, sometimes actually coming to the surface and 'playing' with the players. I would suggest making several NPCs that are actually the Shard that the characters could meet in the Kasbah, that way the Shard can keep an eye on people. What true purpose the Kasbah Shard has here is not yet revealed but will begin to take shape as the campaign progresses.

The Dungeon Rules

Note: The 'Basic Rules of the Dungeon' are the following.

All rooms MUST be cleared before the magical field leading to Level 2 of the dungeon can be accessed. This can be done by killing everything inside (or solving riddles) or 'paying off the door' with ril crystals.

Monster encounters are triggered by the opening of the door to a room. Each time the door is closed (assuming the monsters inside have been defeated), the next time it is opened, a new monster will generate (up to the DM).

Doors may be opened and closed multiple times, each time regenerating a new monster if the room has been cleared before the closing.

When a door opens, there is a magical 'popping' sound, indicating that it is active. If the door has been tampered with or 'wedged' so that it doesn't close properly, this sound will not activate.

The dungeon will announce the arrival of any new banner company into the dungeon by the sound of a chime that resonates throughout the dungeon.

If ALL members of a banner company are slain while inside the dungeon, that company's banner then belongs to the group that slew the members OR the first company to make it to the surface and claim the banner by removing it from the monolith.

Ril Crystals

The biggest difference between the Infernal Dungeon of Roslof Keep and the one in Tiefon is that standard 'gold' treasure is no longer employed by the Shard. Instead, all monster constructs will 'drop' small shards of colored glass referred to hereafter as ril crystals. These are a type of currency usable in the dungeon. They can be used with NPCs inside the dungeon and are needed to open particular doors (especially those between the various levels of the dungeon).



Amber Glow

The Infernal Machine is employing new ‘locking’ magic within the dungeon, and one of these is the Amber Glow. This particular glow is typically set around ‘inaccessible’ items such as doors or objects that cannot be opened or moved. If a character is unreasonably concerned with overcoming the glow and uses extremely powerful magic like a Wish or Mord’s Disjunction, let them spend the spell or charge and then cast them out of the dungeon onto the streets above in the Kasbah.

Azure Glow

The second type of magic employed by the Infernal Machine is the Azure Glow (similar to the protective shields found in the original Roslof Keep between levels). The Azure Glow represents objects that can be opened only by the expenditure of ril crystals. Whenever ril crystals come within five feet of an object surrounded by an Azure Glow, the weight/count/number of crystals needed to overcome the glow will pulse. This will allow the characters to know the cost and determine if they want to spend that amount. If they do, the crystals must be placed at the base of the object, and the pulse will quicken until the crystals disappear along with the Azure Glow. Again, if a high-level wizard wants to screw around trying to defeat the glow with magic, cast them out of the scenario.

Introduction

The entry to the dungeon looks to be an old temple with pillars that flank a decrepit fountain that no longer boasts water, just some crumbling brown vines. On the stairs, an onyx monolith lies horizontally with eight circular holes cut in the top, just the right size to place a banner pole inside. At the head of the monolith is a bronze bowl.

Beyond the monolith, twin bronze doors stand closed. Their faces are now scratched and battered, but the damage somehow makes the look of tentacles and skulls, giving the entire place a deep feeling of dread.

The doors will only open once a standard (banner) has been placed in one of the holes and the bronze bowl is filled with 50 ril crystals. Once both are in place, a gong will sound with echoes around the pavilion, certainly bringing the attention of those gathered to the temple. The doors will then open with a clang, the smell of deep earth wafting up and a soft green glow emanating from stairs leading down.

Note: If the party has not run through the events of the Bridge Trilogy of Mini-Adventures that set up The Curse of Roslof Keep Campaign, you can have the House of Eld provide the characters with 100 ril crystals (acquired from some source the house will not reveal) to help with the initial payment for entry into the dungeon.

Note II: Again, to reiterate the ‘Basic Rules of the Dungeon’ from the gazetteer, the following will apply.

All rooms MUST be cleared before the magical field leading to Level 2 of the dungeon can be accessed.

Monster encounters are triggered by the opening of the door to a room. Each time the door is closed (assuming the monsters inside have been defeated), the next time it is opened, a new monster will generate (up to the DM).

Doors may be opened and closed multiple times, each time regenerating a new monster if the room has been cleared before the closing.

When a door opens, there is a magical ‘popping’ sound, indicating that it is active. If the door has been tampered with or ‘wedged’ so that it doesn’t close properly, this sound will not activate.

The dungeon will announce the arrival of any new banner company into the dungeon by the sound of a chime that resonates throughout the dungeon.

If ALL members of a banner company are slain while inside the dungeon, that company’s banner then belongs to the group that slew the members OR the first company to make it to the surface and claim the banner by removing it from the monolith.

Experience Rewards

I would provide ‘bonus’ experience of 5,000 [1,500] per each cleared room, of 5,000 [1,000] for each defeated (or triggered and survived trap), and a bonus of 30,000 [15,000] to each character that survives to make it to the open stairs to Level 2.

Room Costs in Ril Crystals

Each room on Level 1 of this dungeon has a ‘pay off’ rate in ril crystals of 5,000, meaning that if the party wants to bypass a room, they can pay an additional 5,000 ril crystals at the entrance stair to Level 2 to take down the Azure Glow. So, for example, it costs 10,000 ril crystals to enter Level 2 of the dungeon if the party has cleared every room on Level 1, but if

they wanted to bypass the Hydra Room, they could pay 15,000 ril crystals to drop the Azure Glow. When they find the stairs, a Magic Mouth will appear and tell them the ril cost to travel to Level 2 (10,000), as well as explaining that they can enter the stairs by paying X amount of extra ril (as per the rooms they have left to clear) if they so choose.

1. Black Entry to the Elder Gods

The second door of the hall, this one unadorned, opens up with stairs leading down at a gradual decline. The stone walls have been painted black, and golden tentacles and round-eyed skulls decorate them in bass-relief. A descent of likely 20 feet before the first landing, which then turns east, continues down another 20 feet before opening up to a dim golden luminescence.

There are no traps along the hall, and the gold of the bass-reliefs is worthless to anyone trying to recover it. Anyone with religious studies in their background will know that the skulls and tentacles can be attributed to the study of ‘outer gods’ and ‘the darkness beyond the shadow’ as it is called by dark priests and necromancers.

2. Room of 19 Doors

A soft glow almost pulses from 19 doors that are set every 5 feet around this 50’ by 50’ chamber. Each door looks to have been painted into the wall with incredible skill. The walls are a deep umber, and there is a golden circle in the middle of the floor of the chamber although it has no arcane markings.

Fifteen doors in the room are false, but a single door in the eastern wall and 3 of the 5 doors in the southern wall are disguised to look painted. A successful Search check [DC 14 Perception] detects these false doors.

Trap

Anyone entering the circle in the middle of the room will receive a lightning burst of energy from the circle causing 6–36 points of damage [18 (6d6)]. The only way to detect the trap is by use of a Detect Magic, causing the circle to glow with an evocation energy, likely making it lethal in nature. However, a standard thief has no real ability to discern the nature of the trap, other than perhaps having the hairs stand up on the back of his neck with a successful Detect Traps check [DC 17].

3. Legion Orc Muster Room

Three mats and a cooking pot are here, as well as several bags and weapons. Bits of armor are in one corner, and three large humanoids, each with full bronze armor, rise from squatting positions to greet you with weapons drawn and shields at the ready as the door opens.

These are Legion Orcs as described in the gazetteer section, and they will heft shields to form a wall for their spears. This defensive wall of metal will provide them with an AC bonus of 2, and the spear lengths will give the band another 2 bonus AC points unless the characters have polearms.

The orcs have ‘broken’ the door (by pinning the top so it can’t completely close, thus stopping the generator from resetting. Once the door is reset, it spawns a pair of shadow ogres (see Room 16).

3 Legion Orcs [AC 2, HD 7+7, HP 49, #AT 2/1, D (1–6)+5 (Spear), EXP: 1,395 (each)]

TREASURE

50 GP between them and 2 Potions of Extra-Healing [Greater Healing], 50 ril crystals each.

3 Legion Orcs [AC 18, HD 7d12+21, HP 54, Initiative +2, #AT 2, Hit +7, Dam Long Spear 8 (1d6+5) or Short Sword 8 (1d6+5), Multiattack, Pack Tactics, Shield Wall (see Room 4)]

STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1)

CON: 16 (+3) DEX: 12 (+1) CHA: 11 (–)

CR: 4 EXP: 1,100 Type: Medium Humanoid

4. Legion Orc War Band

This room is painted deep blue with swirling golden patterns on the walls. At the center, there are several sleeping mats, some furs, and a half-dozen bags. Standing in two formations just behind the mats are armored and spear-wielding orcs, each with a large tower shield locked with those of its brethren.

Again, these are Legion Orcs and are in two defensive formations, each providing a defensive wall of metal that provides them with an AC bonus of 2, and the spear lengths also giving the band another 2 bonus AC points unless the characters have polearms.

They have secured this room (by breaking the door) and are using it to thwart further attempts from banner parties who wish to enter the dungeon. They will defend their positions with their lives. Once the door is reset, the room will spawn 4 more Legion Orcs.

8 Legion Orcs [AC 2, HD 7+7, HP 49, #AT 2/1, D (1-6)+5 (Spear), EXP: 1,395 (each)]

TREASURE

150 GP between them and 5 Potions of Extra-Healing [Greater Healing], 50 ril crystals each.

8 Legion Orcs [AC 18, HD 7d12+21, HP 54, Initiative +2, #AT 2, Hit +7, Dam Long Spear 8 (1d6+5) or Short Sword 8 (1d6+5), Multiattack, Pack Tactics, Shield Wall (see above)]

STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1)

CON: 16 (+3) DEX: 12 (+1) CHA: 11 (-)

CR: 4 EXP: 1,100 Type: Medium Humanoid

5. Room of Winter

A blast of frigid air splashes out into the hall as you open this door. Beyond the entry, an endless snowy field, replete with drifts and churning blizzard, obscures visibility.

This is an illusionary storm that conceals several hunched yetis, all of which are hungry for the blood of adventurers. As long as the illusion stands, they are considered under the effects of a Blur spell (20% miss chance). **[all attacks are at disadvantage against them]**

5 Yetis [AC 8, HD 8, HP 48, #AT 2, D 1-8 (Claws), Chilling Gaze (Area effect, save vs. paralyzation or take 3d6 and be stunned 1-4 rounds), EXP: 1,276 (each)]

TREASURE

Search check [DC17] reveals several (4) large (golf ball sized) diamonds in the snow, each worth 5,000 GP, 100 ril crystals each.

5 Yetis [AC 12, HD 6d10+18, HP 51, Initiative +2, #AT 3, Hit +6, Dam Claw 7 (1d6+4), Multiattack (2 Claws, 1 Chilling Gaze), Chilling Gaze (DC 13 Constitution or take 10 (3d6) + Paralyzed for 1 minute)]

STR: 18 (+4) INT: 8 (-1) WIS: 12 (+1)

CON: 16 (+3) DEX: 13 (+1) CHA: 7 (-2)

CR: 3 EXP: 700 Type: Large Monstrosity

6. Sickness Kitchen

The door opens to reveal a dark kitchen, the walls and tables splashed with blood, and the floor sticky with the same dark fluid. Foul meat hangs from hooks along the eastern wall.

The occupant of this room is actually a corrupted water elemental that has been overcome with blood. Once the party enters, it will rise up to block the door like a bloody golem and begin to attack. Each of its successful attacks causes something called 'blood corruption' which adds damage to the character if a saving throw isn't made. This effect lasts only a single round.

1 Water (Blood) Elemental [AC 2, HD 18, HP 108, #AT 1, D 5-30 (Slam), Blood Corruption (save vs. petrification or take 3-18 damage as the creature infects your blood with its own essence), +2 or better weapon to hit), EXP 7,700]

TREASURE

Meat Cleaver +2 (1d4 damage, slashing), 250 ril crystals

1 Water (Blood) Elemental [AC 14, HD 18d10+72, HP 162, Initiative +6, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Multiattack (2 Slams), Blood Corruption (DC 15 Constitution or take 10 (3d6) blood corruption damage), Whelm [Recharge 4-6] (DC 15 Strength or take 13 (2d8+4) from bludgeoning)]

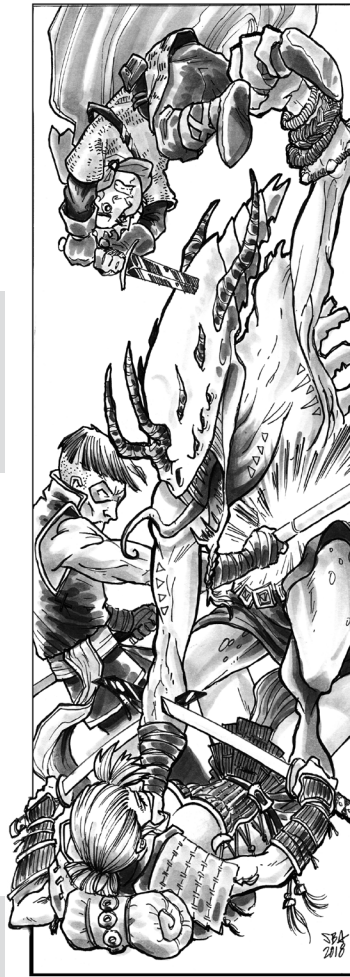
STR: 18 (+4) INT: 5 (-2) WIS: 10 (-)

CON: 18 (+4) DEX: 14 (+2) CHA: 8 (-1)

CR: 9 EXP: 5,000 Type: Large Elemental

7. Hangman's Chamber

The high rafters of this chamber act as supports for dozens of dark-stained hemp ropes. Each rope ends in a loop, some higher, and some lower, the denseness of them obscuring the southeast corner of the room where a dull green glow can be seen.



This is the Hangman's Room, and each of the ropes is a trap unto itself, ready to coil around the necks of victims and pull them off the floor, thus strangulating them. Detect Traps [DC 16] will reveal that the nooses are enchanted, as will a Detect Magic. There is no way to properly disarm them, but a successful Dexterity check [DC 15 Dexterity] will allow a character to move through the room without triggering the traps. However, it will require 3 such checks to get to the back of the room, and 3 more to return to the exit.

If a trap is sprung, a character will enter a grapple and must resist the noose as Strength 18 [DC 18 Escape Artist]. Otherwise, they will take 1d4 points of Constitution damage per round until they are dead. Characters attempting to free the victim will be attacked by 1d4 nooses in the attempt (requiring the number rolled in Dexterity checks) or they, too, will be entangled. Each noose can take 10 hit points of damage before being destroyed, and they are immune to fire damage.

TREASURE

In the southeast corner of the room is a shard of glowing green crystal. It is roughly the size of an orange and is a key to the treasure in Room 21.

8. Kobold Master Room

A large nest made of red leaves and filled with shiny black eggs the size of a melon sits in the southeast corner of this room. The floor of the room has a green serpent painted into the grey floor blocks, and several torches burn on the walls, casting a soft and guttering orange glow.

Upon entry, Gex the Kobold Sorcerer (see Folio #1, Roslof Keep) will move from his hiding place close to the room's secret door [DC 18 Perception] to observe those who enter. If he knows the party (members of the original Roslof Keep are key here, and they fought together in that campaign), he will move out and greet them, asking how they have been and how long they have been searching this particular dungeon. If friendly, he can tell them of the hydra in Room 21, as well as a strong band of orcs (the Orc Legion) and the Blood Mask Ogres (that have taken over around Room 20). He is more than willing to help the characters with this dungeon as well, assuming they would like another alliance 'like the good old days'.

If Gex does not recognize the party, he will withdraw to his spell room (Room 9) and wait there with his two monofilament kobold guards.

The eggs in the room are not kobold eggs but, instead, those of a black dragon (which appears in a lower level of the dungeon and could be of some use if the players keep them handy). They are worth 1,000 GP in the markets of Tiefon. If Gex travels with the party, he will carry the eggs with him, keeping them warm at night, but he won't discuss them with anyone.

9. Kobold Master Spell Room

A twenty-by-twenty square room filled with spell components, jars, shelves, and candles shows the trappings of a wizard or sorcerer. All the tables and shelves are located at halfling height, and two red- and black-scaled kobolds, each with a small stick in their hands, lurk behind the tables, their reptilian eyes shining.

This is the chamber of Gex, and he will be here ready to defend his lair against a party if he has not recognized them from an encounter in Room 8. If a battle does ensue, his henchmen guards are two monofilament kobolds (Folio of Fiendish Monsters) and will try to use the tables as defensive positions, slinking around and under them for cover as they attack with their whips. Gex will battle with spells, but if injured, he will slip through the secret door to Room 10 and then allow the dungeon lurker to enter the combat (assuming it is still alive).

Gex, the Kobold Sorcerer [AC -1, HD 10, HP 30, #AT 1, D (1-4)+2 (Dagger +2), Spells: As 10th level magic-user (that can also cast from the druid list of spells), Ring of Protection +2, Bracers of Armor AC4. EXP: 2,000]

TREASURE

Ring of Protection +2, Bracers of Armor AC4 [+2], Wand of Magic Missiles (24 charges), Stick of Healing (as Staff) (30 charges), 1,000 ril crystals (if slain)

Gex the Kobold Sorcerer [AC 17, HD 10d6-10, HP 20, Initiative +4, #AT 1, Hit +4, Dagger 2 (1d4), Stealth +8, Spell Casting (10th Level Sorcerer), Darkvision 60', Trap Layer, Ring of Protection +2, Bracers of Armor +2]
STR: 6 (-2) INT: 16 (+3) WIS: 10 (-)
CON: 8 (-1) DEX: 16 (+3) CHA: 12 (+1)
CR: 1 EXP: 200 Type: Small Humanoid

2 Monofilament Kobolds [AC 6, HD 4+4, HP 30, #AT 1, D 1-10 (Monofilament Whip), Monofilament Whip: A natural roll of an 18, 19, or 20 with this weapon will cut off an opponent's Head (1), Arms (2 or 3), Legs (4 or 5) or Torso (6). However, a natural 1, 2, or 3 will do the same to the wielder. Non-proficiency with whip doubles the chances of a critical failure. EXP: 355 each]

TREASURE

20 GP each, but 2 chests in the room contain 5,000 GP, 4 Potions of Extra-Healing [Greater Healing], and 100 ril crystals each.

2 Monofilament Kobold [AC 14, HD 4d8+4, HP 20, Initiative +4, #AT 1, Hit +4, Dam Monofilament Whip 8 (1d10+3), Monofilament Whip (A natural roll of an 18, 19, or 20 with this weapon will cut off an opponent's Head (1), Arms (2 or 3), Legs (4 or 5) or Torso (6). However, a natural 1, 2, or 3 will do the same to the wielder. Non-proficiency with whip doubles the chances of a critical failure.)]

STR: 9 (-1) INT: 12 (+1) WIS: 10 (-)
CON: 13 (+1) DEX: 17 (+3) CHA: 10 (-)
CR: 1 EXP: 200 Type: Small Humanoid

10. Dungeon Lurker/Flame Door (In Hall)

This small, grey room is strewn with bits of trash on the floor, and a large dark form with a club looms in the western corner.

This creature is a dungeon lurker (Folio of Fiendish Monsters), and it will attack anything that enters the room.

1 Dungeon Lurker [AC 2, HD 12, HP 72, #AT 2, D 2-16 (Spiked Club), Heavy Blow (The lurker can take 1 attack per round instead of 2 and add an additional number of points of damage equal to its hit dice), EXP: 3,302]

TREASURE

250 ril crystals

1 Dungeon Lurker [AC 18, HD 12d12+60, HP 132, Initiative +3, #AT 2, Hit +11, Dam Spiked Maul 13 (2d8+5), Multiattack (2 mauls), Heavy Blow (sacrifice one maul attack to do an additional number of hit points equal to its hit dice)]

STR: 20 (+5) INT: 11 (-) WIS: 11 (-)
CON: 19 (+5) DEX: 11 (-) CHA: 7 (-2)
CR: 8 EXP: 3,900 Type: Large Humanoid

Door with an Amber Glow

Just outside Room 10, there is a door with an Amber Glow. It has a bronze lock set into it, but cannot be opened or picked. (trying to pick it results in a 4-24 point shock). The events surrounding this door will be described in the CRK1.5 Mini-Adventure The First Amber Door.

Trap

On the interior wall of this room (eastern wall) is a false door (similar to the doors in Room 2) that if opened expels a nasty fire trap. The trap is -15% to detection [DC 19 Perception] and delivers 6-36 points of damage to everyone within 20' of the opening as the flames travel down the hall.

Secret Door

A secret door is in the southeastern wall [DC 18 Perception].

11. Suspended Crown

A golden crown floats amid a shining glow in the center of this room. A circle with strange runes is on the floor surrounding it and the walls have been dusted with what looks like crushed diamonds.

This room holds an item called 'The Crown of the Stars', and it is a key to one of the lower levels of the dungeon. Each time a party enters the room (and all members must enter for the mouth to appear), a Magic Mouth will appear and ask a riddle. If the riddle is answered correctly, the crown descends to the floor, and the characters may take it (value 10,000 GP but not inherently magic other than for the purposes of this dungeon). If they are wrong, the runes spark and fire lightning at each party member, causing 6-36 points of damage (save vs. magic for ½) [DC 16 Wisdom]. The room can be attempted as many times as the characters like, but each time they are wrong, they take the damage, and the room does not need to be cleared to go to Level 2 of the dungeon, but they will need the crown later.

I've included several riddles for your use. If you need more, there are always tons on the internet.

A young girl discovers her true love has dumped her; she then goes to her room, breaks a vase, a chair, and rends a tapestry. What broke first? Answer: Her Heart

I'm tall when I'm young, and short when I'm old. What am I?

Answer: A Candle

What is at the end of the rainbow? Answer: The letter W

12. Rectory of 100 Candles

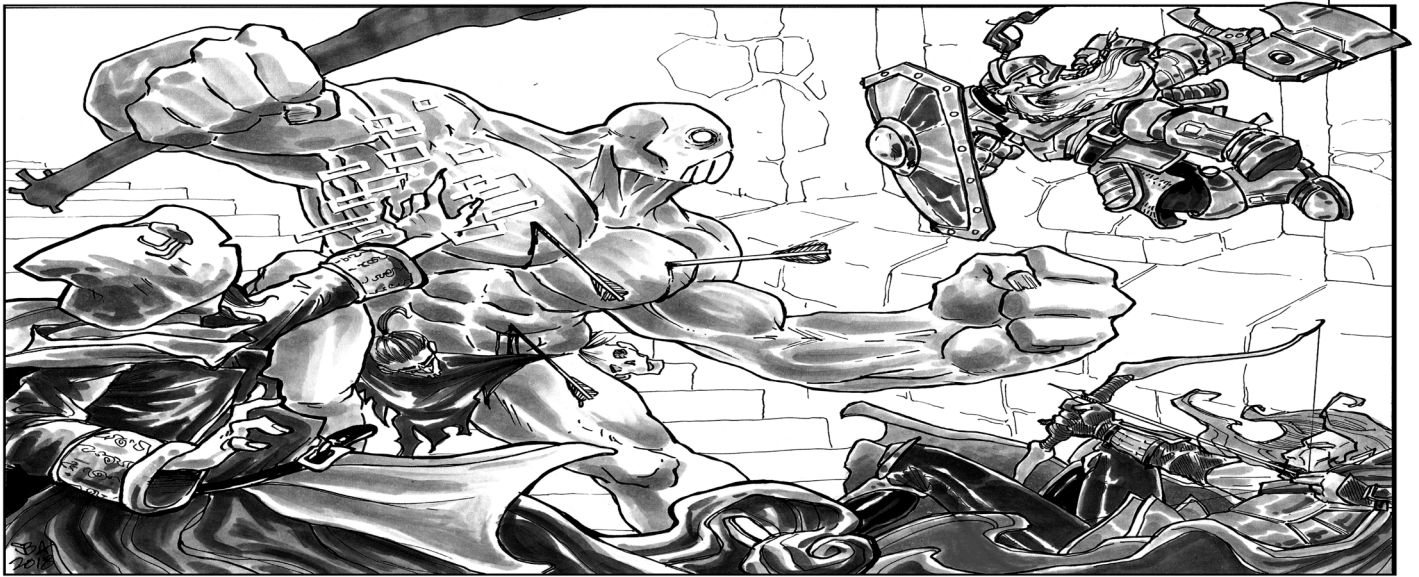
Dozens of candles burn in this room in groups that make a path toward the eastern wall where the shadow of a woman floats. The heat from the candle is oppressive, and some candles have runes carved into them. Upon the floor, wax has collected, the splatters painting grim visages of skulls.

The woman's shadow is a banshee, and once players are in the room, she will begin to moan, looking to destroy those who have disturbed her.

1 Greater Banshee [AC 8, HD 15, HP 70, #AT 1, D 3-18 (Corruptive Touch), Horrifying Visage (save vs. paralyzation or be stunned 1-4 rounds), Wail (save vs. magic or die, on a success take 3-18 points of damage), EXP: 2,000]

TREASURE

A ruby and platinum Necklace of Protection +3 is on the floor at the banshee's feet.



1 Greater Banshee [AC 12, HD 15d10, HP 75, Initiative +3, #AT 1, Hit +5, **Dam Corruptive Touch** 12 (3d6+2), **Horrifying Visage** (DC 13 Wisdom or be frightened for 1 minute), **Wail** [1/day] (DC 16 Constitution or drop to zero or with success take 10 (3d6))]

STR: 1 (-5) INT: 12 (+1) WIS: 11 (-)
CON: 10 (-) DEX: 14 (+2) CHA: 17 (+3)
CR: 6 EXP: 2,300 Type: Medium Undead

13. Lair of the Seven Lich Lords

Seven dark robed figures float around this room, facing in all directions. Three of these horrifying forms have staves clutched in undead hands with a gem at the top that glows with a sickly green essence.

This is certainly one of the biggest pain-in-the-ass fights in the module, and it might take the characters a couple attempts. First, you have to deal with 7 lich lords, and on top of that, the room has a few defensive spells laid into it.

As I'm not one for overburdening DMs with massive spell lists, I've created an NPC magic system that allows dark magicians to create whatever kind of evocation magic they like, simply assigning d6s to the damage (this means you could throw flaming wolves at the party that damage like lightning bolts, just make up whatever visual effect you like). All such magic can take any form, and all targets get a saving throw for ½ damage. None of this evocation magic can be area effect although the dice can be split between targets, making several sets of damaging spells (like magic missiles, etc.) per casting. Healing magic used in this fashion can be touch or to self. Summoning creates the construct that the caster desires although the maximum HD any single summoned creature can have is ½ that of the caster.

The defensive matrix that is in the room limits two things, Turning (which lowers the holy character's effective level by 5) and Anti-Area Effect (which stops area effect magic from working inside the room). Once the party enters, all the lich lords will turn (floating) toward the party and begin their dark spell-casting rites.

1 Lich Lords [AC 6, HD 18, HP 62, #AT 1, D 3–12 (Necrotic Touch), Necrotic Magic: The lich gets a number of d6s as they have in hit dice to use on either offensive spells (like 18d6 necrotic missiles) or in healing (18d6 necrotic regeneration) or summoning (up to 18 hit dice in the undead) per turn. This power can be broken up between any (and all) of the three options in a single turn, thus providing three spell actions. EXP: 10,460 (each)]

TREASURE

Power Staves (store 18d6 worth of spell magic that can be added to any spell or spell-like ability the wielder casts) *these staves are evil and disintegrate when their wielder dies. 750 ril crystals each.

1 Lich Lords [AC 14, HD 18d8+54, HP 135, Initiative +7, #AT 1, Hit +12, **Dam Paralyzing Touch** 10 (3d6), **Paralyzing Touch** (DC 18 Constitution or be paralyzed for 1 minute), **Necrotic Magic** (provides a number of d6 equal to the lich's hit dice to use on offensive spells (like 18d6 necrotic missiles) or in healing (18d6 necrotic regeneration) or summoning (up to 18 HD in the undead) per turn.

This power can be broken up between any of the three options in a single round (so effectively making three actions per round, but only 1 per category).]

STR: 11 (-) INT: 20 (+5) WIS: 14 (+2)
CON: 16 (+3) DEX: 16 (+3) CHA: 16 (+3)
CR: 21 EXP: 33,300 Type: Medium Undead

14. Ogre Latrine

The reek of this room is enough to make your eyes water and your stomach lurch as refuse and dung in great piles around the thirty-foot-square area of this room. The door has been wedged, and the magical repopulation is not currently functioning.

The ogres, having no need to clear this level themselves, have 'broken' the door so that they can use this as a place for their considerable waste. However, if the characters want to advance to Level 2 of the dungeon, they will have to remove the wedge and regenerate the door. In doing so, they clear the waste, but also bring two fire elementals into being that defend the room.

2 Fire Elementals [AC 2, HD 16, HP 90, #AT 1, D 3–24 (Slam), Combust (save vs. petrification or take 2–12 damage as your belongings catch on fire), +2 or better weapon to hit], EXP: 5,800 (each)]

TREASURE

350 ril crystals each

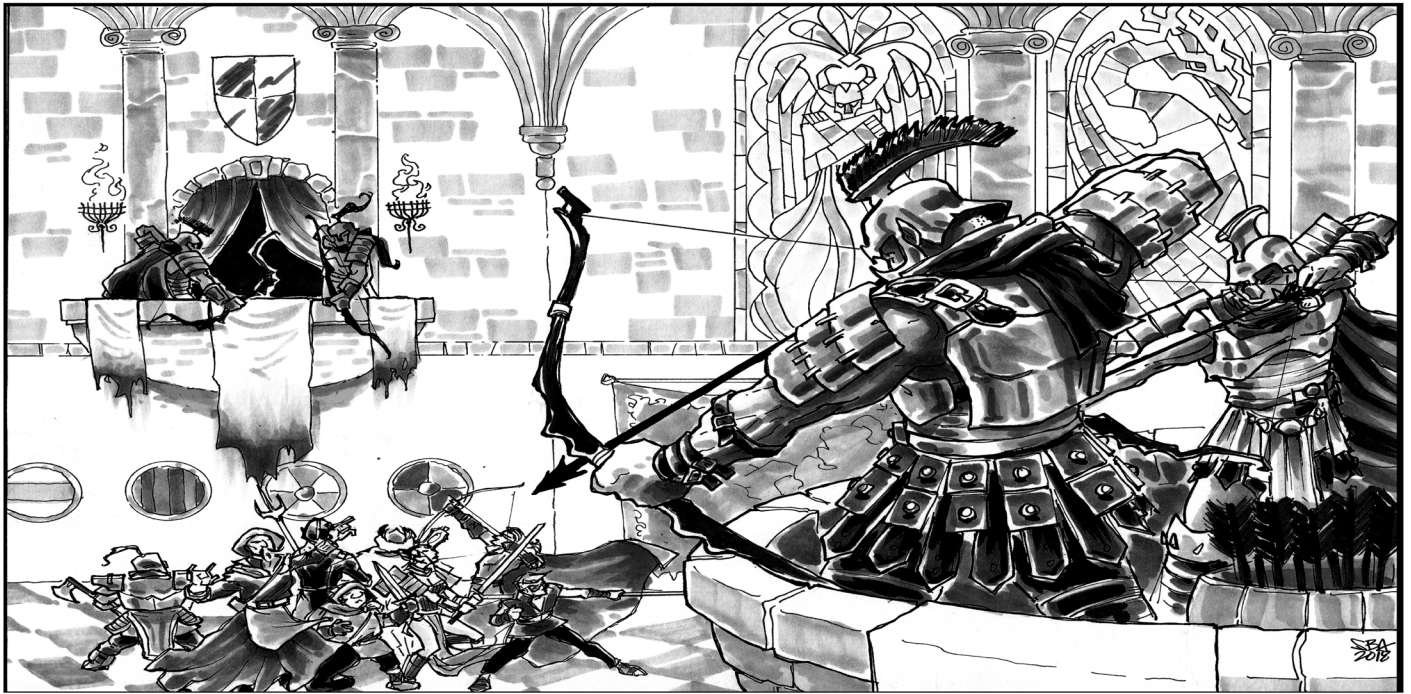
2 Fire Elementals [AC 13, HD 12d10+36, HP 102, Initiative +7, #AT 2, Hit +6, **Dam Slam** 10 (2d6+3) + **Fire** 5 (1d10), **Multiattack** (2 Slams), **Fire Form**, **Water Susceptibility**)]

STR: 10 (-) INT: 6 (-2) WIS: 10 (-)
CON: 16 (+3) DEX: 17 (+3) CHA: 7 (-2)
CR: 5 EXP: 1,800 Type: Large Elemental

15. Legion Orc Archer Ballroom

A grand ballroom with crimson walls and a golden and ebony floor stretches out before you. The chamber, some fifty foot square, is also thirty feet high in its vault, and on the northern and southern walls are two twin balconies overlooking the ballroom floor below. Several massive stained glass windows, illuminated by some unknown source even though you are underground, are set into the western wall. There are two small exit doors to the room, one in the middle of the east wall and one in the west. Prowling around the center of the room is a huge black-scaled bull, green vapor rising from his nostrils.

This room has been cleared and then reset by the Legion Orcs as a trap. Their scouts have discovered the secret doors leading to the balconies and are currently entrenched there with the gorgons lurking below waiting for intruders. Once the party begins its assault on the monster, the Legion Orcs will rise from their hiding places and start raining javelins and arrows down on any spellcasters. As there are only 2 Legion Orcs per balcony, they do not get the advantages of Shield Wall.



Each secret door requires a successful Search to find [DC 16].

1 Gorgon [AC 2, HD 8, HP 48, #AT 1, D 2–12 (Gore), Breath Weapon (a 60' cone, save vs. petrification or turn to stone), EXP: 1,326]

TREASURE
400 ril crystals

1 Gorgon [AC 19, HD 12d10+48, HP 114, Initiative +2, #AT 2, Hit +8, Dam Gore 18 (2d12+5), Hooves 16 (2d10+5), Multiattack (1 Gore/1Hoof), Petrifying Breath [Recharge 5–6] (DC 13 Constitution within 30' or petrified in two rounds (unless a second saving throw is made))]

STR: 20 (+5) INT: 2 (-4) WIS: 12 (+1)

CON: 18 (+4) DEX: 11 (-) CHA: 7 (-2)

CR: 5 EXP: 1,800 Type: Large Monstrosity

4 Legion Orcs [AC 2, HD 7+7, HP 49, #AT 2/1, D (1–6)+5 (javelin or bow), EXP: 1,395 (each)]

TREASURE

50 gold pieces each, and 1 Potion of Healing [Greater Healing], 75 ril crystals each

4 Legion Orcs [AC 18, HD 7d12+21, HP 54, Initiative +2, #AT 2, Hit +7, Dam Javelin/Arrow 8 (1d6+5) or Short Sword 8 (1d6+5), Multiattack, Pack Tactics, Shield Wall (see above)]

STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1)

CON: 16 (+3) DEX: 12 (+1) CHA: 11 (-)

CR: 4 EXP: 1,100 Type: Medium Humanoid

Trap

Outside the eastern entry to this room is a door that opens into a trap. It is well disguised and is at -25% to Detect [DC20]. When the door is opened, spears of black energy fire out into the hall causing 3–36 point of damage to anyone, successful saving throw vs. paralysis for ½. [DC 16 Dexterity or take 18 (3d12) damage, or ½ if saving throw is made.]

16. Ogre Prisoner Room

Chains have been placed on the wall with crude pegs, one of which has a skeleton attached, some of the skin and flesh still hanging from it. Another set of chains holds a man with no legs, his head hanging low and crude tourniquets on each removed appendage. In the center of the room, an ogre squats over a small fire, one human leg cooking away, and a second half-eaten in one of his hands. The ogre's skin is a dusky charcoal, and his eyes are like polished black onyx.

This is the prison chamber of the shadow ogres (Folio of Fiendish Monsters) who now occupy this level and are attempting to prepare it for the coming of an elder intelligence from beyond the Shadow Plane. These ogres have shadow-stuff in their veins, wield dark energy powers, and blur before the very eye, making them difficult to lay a blow on.

The ruined prisoner is one Sir Irik Daneforth, a former member of the 10 Stout Blades company. He was new to the organization and fell victim to the ogres during the company's first foray into the dungeon. The Stout Blades believe him dead, but instead, he has been tortured for over a week and now is being consumed as food by this particular ogre jailer. His mind is as broken as his body, but if returned to the Stout Blades, it could provide the party with allies in the future.

1 Shadow Ogre [AC 2, HD 11, HP 66, #AT 2, D (1–10 + 1–6) (Club + Dark Energy), Dark Energy: A negative energy from the Plane of Shadow surrounds any object held by the ogre, causing an additional 1–6 points of damage, Blur Form: Because of the ogre's shadow form, he is considered under the effects of a Blur spell and has a 20% miss chance. EXP: 3,606 (each)]

TREASURE
400 ril crystals

1 Shadow Ogre [AC 18, HD 11d12+55, HP 121, Initiative +3, #AT 2, Hit +11, Dam Great Club 10 (1d10+5) + Negative Energy 3 (1d6), Multiattack (2 Clubs), Dark Energy (any attack made by the ogre adds 3 (1d6) in negative energy damage), Blur Form (all attacks made against the ogre are at disadvantage)]

STR: 20 (+5) INT: 11 (-) WIS: 11 (-)

CON: 20 (+5) DEX: 13 (+1) CHA: 17 (+3)

CR: 9 EXP: 5,000 Type: Large Humanoid

17. Ogre Treasury

Several chests and heaping bags of coins are within this room as well as pieces of armor and some polearms. Standing at the ready before the treasure are two shadow-skinned ogres with heavy-bladed cleavers.

This is the treasury of the ogre lord, and he's been collecting the treasure (and magic) to feed to the otherworldly intelligence he is looking to bring into existence here. The ogre guards will attack immediately. This door has also been wedged, and when removed and respawned, the room will contain a dungeon lurker (see Room 10).

2 Shadow Ogres [AC 2, HD 11, HP 66, #AT 2, D (1–10 + 1–6) (Cleaver + Dark Energy), Dark Energy: A negative energy from the Plane of Shadow surrounds any object held by the ogre, causing an additional 1–6 points of damage, Blur Form: Because of the ogre's shadow form, he is considered under the effects of a Blur spell and has a 20% miss chance. EXP: 3,606 (each)]

TREASURE
400 ril crystals each

2 Shadow Ogres [AC 18, HD 11d12+55, HP 121, Initiative +3, #AT 2, Hit +11, Dam Great Cleaver 11 (1d12+5) + Negative Energy 3 (1d6), Multiattack (2 Melee), Dark Energy (any attack made by the ogre adds 3 (1d6) in negative energy damage), Blur Form (all attacks made against the ogre are at disadvantage)]

STR: 20 (+5) INT: 11 (-) WIS: 11 (-)
CON: 20 (+5) DEX: 13 (+1) CHA: 17 (+3)
CR: 9 EXP: 5,000 Type: Large Humanoid

18. Enchanted Blade Room

Three swords (one a greatsword), several daggers, a polearm, and an axe all float in the air of this room, twinkling lights around each. The walls are painted a dusky grey, and the floor is polished to a fine sheen.

Each blade is enchanted to attack once the party enters the room fully. To defeat the weapons, each one must take 15 hit points of damage and is considered to have an AC of 2 [AC 18]. Once all the weapons have been downed, they will form into a single honey-metal blade cutlass with an ivory grip. The weapon is +4 of sharpness [+2].

19. Earth Elemental Trap Chamber

The walls and floor of this room are rough stone, and a giant round face seems to be carved into the floor. The smell of rot is heavy in the air.

Once the players enter, the room will rumble as though an earthquake has occurred, and then the walls, floor, and ceiling will all close in as the mouth tries to devour one party member closest to it. As this occurs, black pudding will drip from all the holes and crumbling breaks the earth elemental makes as it tries to envelope the characters.

The black pudding will ooze out everywhere in the confines of the room, effectively attacking all characters with its corrosive saliva. All this will happen as the earth elemental makes its attack, trying to crush and slam members of the party.

1 Earth Elemental [AC 2, HD 16, HP 90, #AT 1, D 4–32 (Slam), +2 or better weapon on hit, EXP: 5,800]

TREASURE
350 ril crystals

1 Earth Elemental [AC 17, HD 12d10+60, HP 126, Initiative +3, #AT 2, Hit +8, Dam Slam 14 (2d8+5), Multiattack (2 Slams)]

STR: 20 (+5) INT: 5 (-3) WIS: 10 (-)
CON: 20 (+5) DEX: 8 (-1) CHA: 5 (-3)
CR: 5 EXP: 1,800

Type: Large Elemental

1 Monstrous Black Pudding [AC 6, HD 12, HP 72, #AT 1, D 3–24 (Acid), Immune to bludgeoning, cold and lightning, EXP: 3,302]

TREASURE
200 ril crystals

1 Monstrous Black Pudding [AC 7, HD 12d10+40, HP 122, Initiative +2, #AT 1, Hit +5, Dam Pseudopod 6 (1d6+3), Corrosive Form 4 (1d8)]

STR: 16 (+3) INT: 1 (-5) WIS: 6 (-2)
CON: 16 (+3) DEX: 5 (-3) CHA: 1 (-5)
CR: 4 EXP: 1,100 Type: Large Ooze

20. Ogre Lord Throne

A silver throne set with the hides of beasts and flanked by two torches is at the southern end of this room. Two braziers burn near the entry. A great dusky ogre sits on the throne, and he is flanked by four similar (if smaller) ogres.

This is the lair of the ogre lord, and he has wedged this door as well (once reset it will spawn 4 Legion Orcs). He is trying to bring about some dark connection to the realm beyond the veil of elemental shadow and will attack any characters he finds in his way (particularly those player characters that enter the room).

4 Shadow Ogres [AC 2, HD 11, HP 66, #AT 2, D (1–10 + 1–6) (Club + Dark Energy), Dark Energy: A negative energy from the Plane of Shadow surrounds any object held by the ogre, causing an additional 1–6 points of damage, Blur Form: Because of the ogre's shadow form, he is considered under the effects of a Blur spell and has a 20% miss chance. EXP: 3,606 (each)]

TREASURE

One ogre has a Bag of Holding in which he carries 1,000 GP and a +2 Two-Handed Sword, plus 400 ril crystals each.

4 Shadow Ogres [AC 18, HD 11d12+55, HP 121, Initiative +3, #AT 2, Hit +11, Dam Great Club 10 (1d10+5) + Negative Energy 3 (1d6), Multiattack (2 Clubs), Dark Energy (any attack made by the ogre adds 3 (1d6) in negative energy damage), Blur Form (all attacks made against the ogre are at disadvantage)]

STR: 20 (+5) INT: 11 (-) WIS: 11 (-)
CON: 20 (+5) DEX: 13 (+1) CHA: 17 (+3)
CR: 9 EXP: 5,000 Type: Large Humanoid

1 Shadow Ogre Lord [AC 2, HD 14, HP 84, #AT 2, D 1–10 + 2–12 (Club + Dark Energy), Dark Energy: A negative energy from the Plane of Shadow surrounds any object held by the ogre lord, causing an additional 2–12 points of damage, Blur Form: Because of the ogre's shadow form, he is considered under the effects of a Blur spell and has a 20% miss chance. EXP: 4,780]

TREASURE

Ring of Protection +2, Helmet of Immunity (grants the wearer eleven resistance to Charm spells), 750 ril crystals

1 Shadow Ogre Lord [AC 18, HD 14d12+55, HP 154, Initiative +4, #AT 2, Hit +12, Dam Great Club 10 (1d10+5) + Negative Energy 6 (2d6), Multiattack (2 Clubs), Dark Energy (any attack made by the ogre lord adds 6 (2d6) in negative energy damage), Blur Form (all attacks made against the ogre are at disadvantage)]

STR: 20 (+5) INT: 11 (-) WIS: 11 (-)
CON: 20 (+5) DEX: 13 (+1) CHA: 17 (+3)
CR: 10 EXP: 5,900 Type: Large Humanoid

21. Lair of the Pyro-Hydra

The floor of this room is charred from flame, and three giant green crystals glow in the corners of the north, west, and south walls. A pile of treasure rests along the west wall beneath one crystal, and a massive serpent with seven deadly and ravenous looking heads sits atop the pile, flames licking from several of its toothy maws.

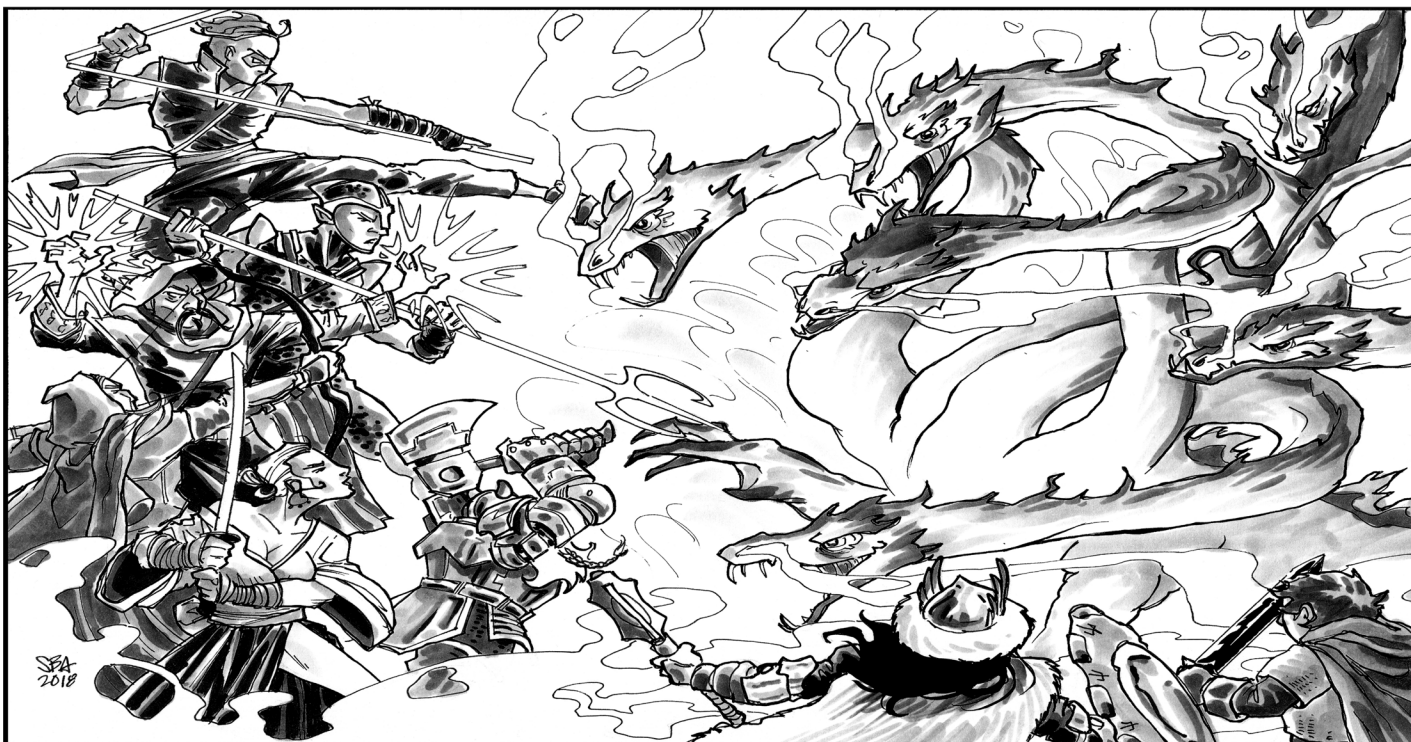
This is the lair of the pyro-hydra, and it is no normal creature of its kind. Each head can take 25 hit points of damage before being destroyed, and once destroyed, another two heads regenerate after a single round. The only way to kill the creature is to attack its body, but each of its heads will snake forward to attack any melee fighter that approaches, thus shielding the body from attack. Any ranged fighter or spellcaster will draw the attention of a head that will breathe a cone of deadly fire at that individual, trying to thwart attempts to circumvent its defenses.

Once the creature is slain, the treasure will still be waiting; however, anyone trying to come close to it will receive a nasty shock (3–18 points of electrical damage) [3d6] and be cast back 10'. A successful Search check [DC 17] will note that one of the large green crystals in the room has a piece missing. If the piece from Room 7 is inserted into the crystal, the electrical field will drop, and the characters will have access to the treasure.

1 Pyro-Hydra [AC 0, HD 12, HP 92, #AT 7, D 2–16 (Bite) + 1–6 (Extreme Heat), Breath: 3–18 per head in a 60' cone (2/day per head), EXP 4,322]

TREASURE

10,000 GP, 20,000 SP, 1,000 PP, 400 (50 GP) gems, (7) +1 blades (DM's choice), (5) +1 pieces of armor (DM's choice), Ring of Spell Turning, Ivory Scroll Case of Protection +3 (acts as a ring), 9 Spell Scrolls (all 7th–9th level magic-user as determined by the DM), Mattock of the Titans [+2 Two-Handed Sword, Frost Brand], Wand of Frost (46 charges) [Wand of Fear], 17,000 GP in objects d'art (weight 10,000 GP), 1,500 ril crystals



1 Pyro-Hydra [AC 20, HD 15d12+75, HP 172, #AT 7, Hit +8, Dam Bite 11 (2d8+5) + Heat 6 (2d6), Multiattack (7 Heads), Fire Breath 9 (3d6) from each head, twice a day, instead of using a bite attack.]

STR: 20 (+5) INT: 2 (-4) WIS: 10 (-)

CON: 20 (+5) DEX: 12 (+1) CHA: 7 (-2)

CR: 9 EXP: 5,000 Type: Huge Monstrosity

22. Legion Orc Commander

This chamber is filled around the walls with all manner of raided treasure, mostly in bags, barrels, and crates, and against the western wall a cot made of fur skins rests amid the loot. A large orc dressed in the garb of the Legion as well as six subordinates turn to face you, looking as though they were in the process of a war council.

The Legion Commander is here, and he will broker no deals or surrender, willingly accepting death first (as it might be preferable to imprisonment in this dungeon). He will form his subs into two teams of three, so they can create their shield walls, and then he will press an attack forward.

This door is also wedged to not generate new monsters. As though the dungeon understands the delicate balance it creates within its depths, resetting the wedged door creates 1d4 shadow ogres.

Legion Orc Commander [AC 0, HD 12, HP 72, #AT 2, D 1-8+6 (longsword), EXP: 2,495]

Treasure

Longsword +2, Bronze Plate +2 [Half-Plate], 6 Potions of Extra-Healing [Greater Healing], 600 ril crystals

Legion Orc Commander [AC 20, HD 12d12+36, HP 108, Initiative +3, #AT 2, Hit +8, Dam Longsword 10 (1d8+6), Multiattack, Pack Tactics, Martial Advantage (once per turn can inflict 14 (4d6) on a target he hits), Shield Wall (see above)]

STR: 18 (+4) INT: 12 (+1) WIS: 12 (+1)

CON: 16 (+3) DEX: 12 (+1) CHA: 13 (+1)

CR: 7 EXP: 2,900 Type: Medium Humanoid

6 Legion Orcs [AC 2, HD 7+7, HP 49, #AT 2/1, D (1-6)+5 (javelin or bow), EXP: 1,395 (each)]

TREASURE

50 GP each, plus 1 Potion of Extra-Healing [Greater Healing], and 50 ril crystals each

6 Legion Orcs [AC 18, HD 7d12+21, HP 54, Initiative +2, #AT 2, Hit +7, Dam Javelin/Arrow 8 (1d6+5) or Short Sword 8 (1d6+5), Multiattack, Pack Tactics, Shield Wall (see above)]

STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1)

CON: 16 (+3) DEX: 12 (+1) CHA: 11 (-)

CR: 4 EXP: 1,100 Type: Medium Humanoid

23. Legion Orc Treasury

Three chests and several bags are in this chamber, along with a staff that is topped with a glowing green crystal (like the crystals in Room 21). Three Legion Orcs are at the ready here, already in shield wall formation.

This is the treasury collected by the Legion Commander and defended against the shadow ogres. As this door is also wedged, once reset it will spawn 2 shadow ogres as its random monsters.

Each chest is trapped [DC 18] with a poison needle (save vs. poison or die)

[DC 20 or drop to zero hit points].

TREASURE

There are 5,000 GP in the chests, plus an additional 10,000 SP, and (10) 50 GP gems. The staff is a Channeling Staff and can add 10d6 per day to any caster's offensive spells.

4 Legion Orcs [AC 2, HD 7+7, HP 49, #AT 2/1, D (1-6)+5 (javelin or bow), EXP: 1,395 (each)]

TREASURE

100 GP each and 400 ril crystals each

4 Legion Orcs [AC 18, HD 7d12+21, HP 54, Initiative +2, #AT 2, Hit +7, Dam Javelin/Arrow 8 (1d6+5) or Short Sword 8 (1d6+5), Multiattack, Pack Tactics, Shield Wall (see above)]

STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1)

CON: 16 (+3) DEX: 12 (+1) CHA: 11 (-)

CR: 4 EXP: 1,100 Type: Medium Humanoid

24. Stairway to Level 2

Normally surrounded by an impenetrable Azure Glow, once every room in Level 1 (save trap doors) has been generated, the glow will abate, allowing the party to enter the circular stairs going down.

When the characters reach the stair for the first time, a Magic Mouth will appear and ask for 10,000 ril crystals (if ALL rooms on Level 1 have been cleared) or 10,000 + 5,000 ril crystals for each uncleared room on Level 1. If the characters pay, the Azure Glow will fade, and they can journey to Level 2.

Trap

Outside the entry to this room is a door that opens into a trap. It is well disguised and is at -25% to Detect [DC20]. When the door is opened, spears of black energy fire out into the hall, causing 3–36 point of damage to anyone, successful saving throw vs. paralysis for ½.

[DC 16 Dexterity or take 18 (3d12) damage, or ½ if saving throw is made.]

Adventure's End

Thus ends Level 1 of the Curse of Roslof Keep. The party may now move to Level 2 (coming in Folio #21), assuming all requirements have been made.

New Monster

Legion Orc

Lawful Evil
Frequency: Very Rare
No. Appearing: 1–8
Armor Class: 2
HD: 7+7
Move: 12"
No. of Attacks: 2
Damage/Attack: (1–6)+5
(Spear or Short Sword)
Special Attacks:
Pack Tactics
Special Defense:
Shield Wall
Magic Resistance: Nil
Intelligence: Standard
Size: M (6')
Psionic Ability: NIL
% in lair: 30%
Treasure Type: B, M
Climate Zone: C
Experience: 675+10/HP

Legion Orc [AC 18, HD 7d12+21, HP 54, Initiative +2, #AT 2, Hit +7, Dam Long Spear 8 (1d6+5) or Short Sword 8 (1d6+5), Multiattack, Pack Tactics, Shield Wall (if defending in a group of 3 or more, +2 to AC)]

STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1)

CON: 16 (+3) DEX: 12 (+1) CHA: 11 (–)

CR: 4 EXP: 1,100 Type: Medium Humanoid

History: In a universe of infinite spheres, there are certainly worlds in which not only did orcs become the predominant race, but also have advanced and even lawful civilizations. In one such sphere are found the Orc Legions, a hardline military sect that is the force arm of the ruling aristocracy. These orcs are so strong that their prowess soon transcended their world, and they began to be leased out by their emperor as mercenary labor. Today, Legion Orcs can be found on many worlds,



working for local powers to secure strongholds and take objectives.

Nature: Preferring to fight in groups of at least 3 and up to 10, these orcs use their tower shields to make a 'turtle' defense while also employing their long spears in offense. They are adept and strong fighters, receiving a +1 to attack with their Pack Tactics, and are overall +5 to damage with any attack. They utilize bronze plate armor and heavy tower shields for defense.

Special Abilities:

Pack Tactics: If fighting alongside a friendly legionnaire within 5', they are +1 to attack.

Shield Wall: If defending with 3 or more of their brethren, they 'lock shields' and receive a bonus to their AC of 2.

Shadow Ogre

Chaotic Evil
Frequency: Extremely Rare
No. Appearing: 1–4
Armor Class: 2
HD: 11
Move: 12"
No. of Attacks: 2
Damage/Attack: (1–10 + 1–6)
Club or Blade
Special Attacks: Dark Energy
Special Defense: Blur Form
Magic Resistance: Nil
Intelligence: Standard
Size: L (9')
Psionic Ability: NIL
% in lair: 40%
Treasure Type: C
Climate Zone: F
Experience: 2,550+16/HP

Shadow Ogre [AC 18, HD 11d12+55, HP 121, Initiative +3, #AT 2, Hit +11, Dam Great Club 10 (1d10+5) + Negative Energy 3 (1d6), Multiattack (2 Clubs), Dark Energy (any attack made by the ogre adds 3 (1d6) in negative energy damage), Blur Form (all attacks made against the ogre are at disadvantage)]

STR: 20 (+5) INT: 11 (–) WIS: 11 (–)

CON: 20 (+5) DEX: 13 (+1) CHA: 17 (+3)

CR: 9 EXP: 5,000 Type: Large Humanoid

History: Born of a dark magic similar to that which created shades, these ogres were bred by dark sorcerers who worked exclusively with the Elemental Plane of Shadow, some believing they were meant to be intermediaries with the intelligence that many considered to be on the other side of the veil beyond the elemental plane. Most consider these creatures to now be the harbinger of the bender menace in the Nameless Realms.

Nature: With souls as dark as their shadow-stuff blood, these ogres are powerful and sly, being able to blur their bodies and channel dark energy into their attacks. They typically use great clubs or makeshift blades that do 1–10 points of damage. They are often found in groups of up to six as something about their nature tends to draw them together, and many believe such groups are trying to manifest a bender or bender-kin.

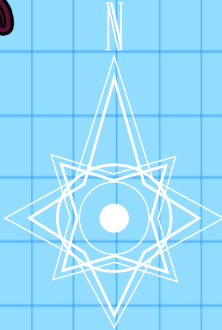
Special Abilities:

Dark Energy: A negative energy from the Plane of Shadow surrounds any object held by the ogre, causing an additional 1–6 points of damage.

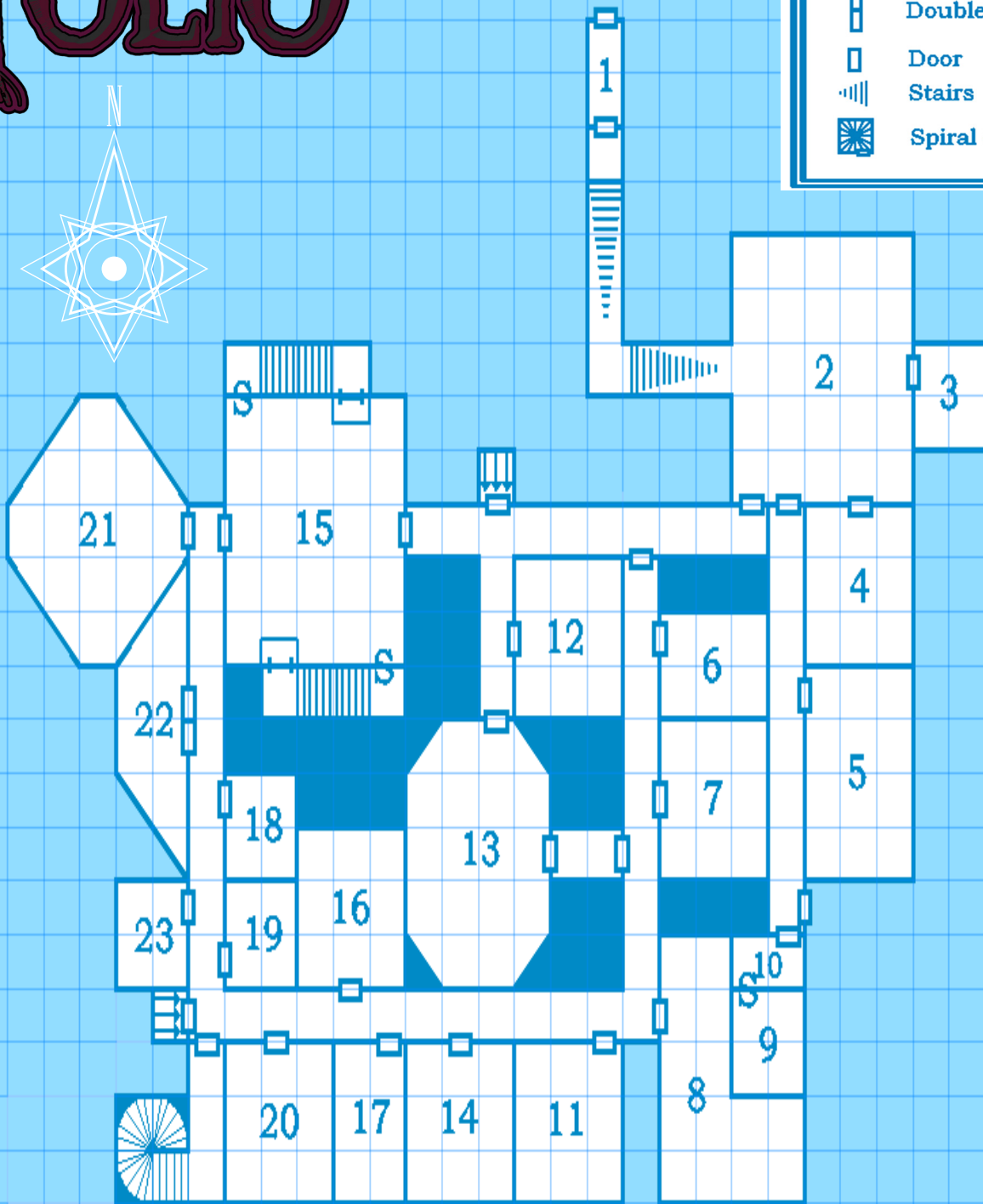
Blur Form: Because of the ogre's shadow form, he is considered under the effects of a Blur spell and has a 20% miss chance.



THE FOLIO



	Double Doors
	Door
	Stairs
	Spiral Stairs



CRK1.5

Bonus Module

THE FOLIO

Mini-Module



CURSE OF ROSLOF KEEP CAMPAIGN

The Kasbah Assassins

Mini-Adventure CRK1.5

by Scott Taylor

The members of the Ivory Scimitar have been provided a comfortable loft apartment during their stay in the Kasbah of Tiefon, however, not all is safe above ground and outside of the Kasbah Dungeon. Forces are moving to stop the adventurers before they can discover the dungeon's secrets, and assassins and dark wizards look to bring on the Night of Skulls to test the metal of the Ivory Scimitar, and hopefully break them for good...

The Kasbah Assassins is a companion adventure made to go along with the events unfolding in Folio #20 The Curse of Roslof Keep. It is designed for 1E & 5E mechanics and is for characters levels 11+. It contains everything needed to run a side adventure as an introduction to the hazards of the Tiefon Kasbah.



Mini-Adventure CRK1.5



A mini-adventure for use with The Curse of Roslof Keep Campaign Characters Levels 10–12

This mini-adventure is meant for use with Folio #20 as an introductory session to the Kasbah, to familiarize the characters with the area surrounding their current residence and gain some experience before tackling the dungeon. The characters should be allowed to explore the vicinity before the combat events of the module take place, so they can get comfortable with their setting before giving them a strong warning that there are powers outside the dungeon who are looking to see their lives come to a quick end. Exactly who sends the assassins is up to the DM, but you can certainly point the finger in various directions just to keep the players on their toes and jumping at shadows.

1. Primary Purpose: Familiarize the characters with the rooms and area in which they will be spending their time outside the dungeon.
2. Secondary Purpose: Create awareness that there are dark alliances outside the dungeon that are already at work to thwart their attempts at overcoming the current iteration of the Infernal Machine and its Shard.
3. Time for running: This mini-adventure is meant to be run BEFORE the events that take place in Folio #20. However, if you think the challenge is too difficult for your starting players, this scenario can be run at any time that the players come up from the dungeon and you want to throw them a challenge.

Experience

This is a pretty nasty mini-adventure; I'm not going to lie. I'm including the EXP for each of the 8 creatures that will be encountered during the night and for each of the assassins (that you can use as you like). I would also grant a bonus experience point total 40,000 for AD&D [5,000 for 5th Edition] for just surviving this terrible night.

The Loft Apartment

The loft is the dwelling in which the Company of the Ivory Scimitar will be housed once they move into the Kasbah of Tiefon. This is a single-level, second-story structure with a single entrance stair that runs up from the street below. It is situated above a small, covered food market, and the characters should get to know the locals in the market if they choose to do any shopping there. Although the players aren't readily allowed to walk the entirety of the Kasbah, the food market vendors will sell foodstuffs to them as they won't always want to eat at the few local restaurants available to them. The apartment should be seen as spacious enough to house the entire company with ease, giving members space to stretch out.

The Night of the Skulls

In a ceremony that will take place below the characters' apartment, inside a food stall that has been taken over by the Assassins of Midnight, a small model of the apartment has been created and surrounded by arcane candles. The ritual that takes place after is brought on by a Warp Wu-jen, a Tungese magic-user, who can place the apartment into a planar bubble that the characters cannot escape from until the dawn of a new day. Once the spell is in place, it cannot be broken, and the characters will not have a clue it is coming until they light an arcane candle in their room that has been placed there by the assassins. Once lit, the candle will hold the spell until the night is over.

Warp Wu-jen

The instigator of this particular adventure is a hired wizard by the name of Tau Tuang the Low Viper. He is one of the practitioners of an ancient ritual called the Night of Skulls. It is the only magic he knows, having dedicated his life to the practice of the ritual, but it does make him highly sought after by those seeking to destroy stationary targets. Although it is possible the characters can encounter him at another time, he isn't a factor in this module, save that they might uncover his name from one of the Assassins of Midnight if they capture and interrogate any of them. By the time the ritual ends and the dawn appears, Tau Tuang will be long gone, having fled the Kasbah with the two remaining assassins that he has used as guards while he awaited the lighting of the cursed candle.

Assassins of Midnight

These assassins are part of a larger criminal network based out of the city of Ebontra far to the east. They have been hired by an unknown benefactor to eliminate the Company of the Ivory Scimitar, and they will work within the confines of the Night of Skulls to achieve this. Whenever an otherworldly beast comes into existence, Tau Tuang will dispatch two of these assassins to try to kill a character (or characters) with an assassination attempt while they are in combat with the beast, so keep that in mind.

Standard Assassin [AC 5, HD 10, HP 40, #AT 1, D 1–4 (Poison), Backstab x4, Poison (save or take 3–30 points of poison damage), Hide in Shadows 60%, Move Silently 75%] EXP: 1,350 + 14/hp

TREASURE

None

Standard Assassin [AC 15, HD 10d8+20, HP 60, Initiative +9, #AT 1, Hit +9, Dam Dagger 7 (1d4+5), Sneak Attack 15 (5d6), Stealth +8, Poison (DC 14 Constitution or take 15 (3d10) damage)]

STR: 14 (+1) INT: 10 (–) WIS: 10 (–)

CON: 14 (+2) DEX: 20 (+5) CHA: 10 (–)

CR: 4 EXP: 1,100 Type: Medium Humanoid

Running Combat

Combat revolves around eight 'chimes', each signaling the passing of an hour in the ritual. Each time a chime sounds, an otherworldly beast will be unleashed into the apartment, and the characters must deal with it. Combat in this fashion is not exploration but simply the dreaded wait for the next hour and the coming of the next horror. There will be limited recovery time (more beneficial in 5th Edition than AD&D, but still) although it is certainly not enough to be considered a 'nights rest' for the purposes of spell recovery. Also, one can assume that ALL monstrosities in this adventure are of Large size.

Telling the Story

The story of this adventure should revolve around the slow developing wait of a horror genre type adventure. You could play up the quiet before the storm: strange sounds that come from unoccupied rooms, scratching at the windows by unseen clawed hands, tingling of the spines, etc. This is an otherworldly adventure, and as such, you can throw any type of strangeness into it, because when dawn rises, you can be done with it, other than the memories. Those memories will surely motivate the players for revenge but, to this point, be sure to leave things ambiguous, so perhaps something can be used at a later date. Whatever the case, you should leave players with a feeling of dread and a paranoia that they are not safe either above or below ground.

Set up from Folio #20: Once the adventurers have moved into their apartment and have had a bit of a look around town, you can utilize the following when they are going to rest for an evening (presumably a few days into their stay but sooner if you choose).



‘The rooms are quiet and warm as the night breezes have cooled Tiefon in the early winter. Although no snow ever comes to the city, there is a chill in the air that speaks of further winter storms north into the passes of Mistfin. You stoke the fire and light the candles as the dusk sets in and the city turns to shadow, the smells of a dozen spices rising into the evening air as the city prepares for a late dinner...’

The Apartment Rooms

‘The sounds of the city—a crying baby, a barking dog, the clang of a street vendor’s cart slowly rolling home—suddenly cease. You look up, the wind dying as the fire slowly gutters out as though all the air was sucked from the ceiling. For a moment, the building seems to grow as though alive, the walls wavering like a heat wave was melting them only to reform afresh. From the windows, no light can be seen, and a thin film of fog clings to the center panes as frost rims the surrounding wood...’

1. The Main Living Area

This large room spans forty feet across going north to south, and twenty feet wide in the narrow living area across from the massive fireplace while being thirty-five feet across at the access to the large balcony. A dozen well-appointed chairs are spread out in small clusters of two, three, or four with side tables that can serve many purposes. Candles are upon each table, as well as the massive stone mantel of the fireplace. A single divan rests near the double doors to the balcony, and a small shelving chest stands against the northern wall. Two tapestries, both depicting the city of Tiefon before it was the sprawling metropolis it now is, flank the fireplace on the eastern wall.

The shelving chest holds more than three dozen large candles, each inscribed with runes. The runes allow the candles to burn bright but slow, providing light while lasting three times as long as a mundane counterpart. One of the candles (the one that is lit the Night of the Skulls comes into play) has the link arcana to the Night of Skulls spell although this would not be known to the players.

The shade of nightmares will appear within this room, its shadow-stuff form boasting two long and curved blades that it will use to cut down any target close to it.

Monstrosity #1 ‘Shade of Nightmares’ [AC 2, HD 12, HP 84, #AT 2, D 2–16 (Shadow Blades), Shadow Stuff (25% Miss Chance on all attacks against it)] EXP: 2,000 + 16/hp

TREASURE
None

Monstrosity #1 ‘Shade of Nightmares’ [AC 18, HD 12d10+24, HP 84, Initiative +7, #AT 2, Hit +4, Dam Shadow Blades 12 (2d8+4), Multiattack, Shadow Stuff (disadvantage on all attacks against it)]

STR: 18 (+4) INT: 10 (–) WIS: 10 (–)

CON: 14 (+2) DEX: 18 (+4) CHA: 10 (–)

CR: 9 EXP: 5,000 Type: Large Aberration

2. Kitchen

A well-appointed kitchen is stocked daily with fresh produce from the cloistered gardens of the Kasbah. Exotic spices are displayed in small jars above a fireplace, and a potbelly stove allows for pan cooking if required.

An otherworldly beast known as the slithering flesh will manifest in the kitchen, clanging hanging pots and brass-works as it rises into being. It attacks with corruptive acid that it spews from fleshy ‘mouths’ that appear and disappear in the blob of dark-grey flesh that is its body.

Monstrosity #2 ‘Slithering Flesh’ [AC 8, HD 18, HP 120, #AT 8, D 1–8 (Corruptive Acid), Acid Aftereffect (does an additional 1–4 points for the next 3 rounds)] EXP: 4,550 + 25/hp

TREASURE
None

Monstrosity #2 ‘Slithering Flesh’ [AC 12, HD 18d12+54, HP 162, Initiative +4, #AT 8, Hit +5, Dam Acid Spray 4 (1d8), Multiattack (8 Acid Sprays), Acid Aftereffect (Any successful attack with Acid Spray will cause an additional 4 (1d8) for the next 3 rounds).]

STR: 13 (+1) INT: 10 (–) WIS: 10 (–)

CON: 16 (+3) DEX: 13 (+1) CHA: 10 (–)

CR: 12 EXP: 8,400 Type: Large Aberration

3.

Dining Hall

This long room is flanked on the eastern wall by a large fireplace. A roughly fifteen-foot, heavy wooden table rests in the middle of the room with two long oak benches around it. Two large windows, one north and one west, provide a nice view of the square below the building and good light during the day.

Although the table weighs roughly 500 pounds, it will begin to moan and shake when the lesser tentacle beast appears beneath it. The beast will utilize the table as defense, bettering its effective AC by 2 points. It will strike out from underneath the table with its tentacles, slamming anyone who comes within 15 feet of the table.

Monstrosity #3 ‘Lesser Tentacle Beast’ [AC 4, HD 16, HP 104, #AT 6, D 1–10 (Slam)] EXP: 2,400 + 20/hp

TREASURE
None

Monstrosity #3 ‘Lesser Tentacle Beast’ [AC 16, HD 16d12+64, HP 160, Initiative +4, #AT 6, Hit +9, Dam Slam 10 (1d10+5), Multiattack (6 Tentacles)]

STR: 20 (+5) INT: 10 (–) WIS: 10 (–)

CON: 18 (+4) DEX: 13 (+1) CHA: 8 (–1)

CR: 11 EXP: 7,200 Type: Large Aberration

4.

Barracks #1

This room hosts three bunk beds and three large chests, each with a sturdy lock. The floor is covered by a thick rug, hand woven with a bird pattern laid into it. A single window opens to the square below and is set into the western wall.

A gibbering rot will appear on one of the beds (spoiling the linens) and begin to gibber hideously. It attacks with one of four mouths that appear on appendages that protrude from its grotesque and shifting form.

Monstrosity #4 'Gibbering Rot' [AC 8, HD 16, HP 110, #AT 4, D 1–8 (Bite), Infecting Saliva (save vs. poison or take 3–18 points of damage for the next 3 rounds), Unsettling Gibber (save vs. petrification or be at -2 to all actions)] EXP: 3,650 + 20/hp

TREASURE
None

Monstrosity #4 'Gibbering Rot' [AC 12, HD 16d12+64, HP 160, Initiative +4, #AT 4, Hit +8, Dam Bite 8 (1d8+4), Multiattack (4 Bite), Infecting Saliva (DC 16 Constitution or take 9 (3d6) points of damage for the next 3 rounds), Unsettling Gibber (DC 15 Wisdom or be at -2 to all actions)]

STR: 18 (+4) INT: 10 (–) WIS: 10 (–)
CON: 18 (+4) DEX: 13 (+1) CHA: 6 (–2)
CR: 12 EXP: 8,400 Type: Large Aberration

5. Barracks #2

Another room with three bunk beds and three large chests. The only real difference is that there is a dark rug in this room that has been spun with large yellow globes of 'light'. A single window is set in the western wall and looks over the square below.

The greater tentacle beast will appear within this room, immediately shattering the bunks and throwing the chests about the room (might want to be sure there are no potions in these!). It is a large creature but only takes up half the room, so it will concentrate on smashing the door and anything that tries to get through it. If left unchecked, it will eventually squeeze out of the door (after ripping it open further) and attack anything in the main room.

Monstrosity #5 'Greater Tentacle Beast' [AC 4, HD 20, HP 136, #AT 8, D 1–12 (Slam), Otherworld Impact (save vs. petrification or be stunned 1 round)] EXP: 8,600 + 30/hp

TREASURE
None

Monstrosity #5 'Greater Tentacle Beast' [AC 16, HD 20d12+6, HP 30, Initiative +3, #AT 2, Hit +4, Slam 14 (2d8+6), Multiattack (8 Tentacles), Otherworld Impact (DC 15 Constitution or be stunned 1 round)]

STR: 22 (+6) INT: 10 (–) WIS: 10 (–)
CON: 18 (+4) DEX: 13 (+1) CHA: 8 (–1)
CR: 14 EXP: 11,500 Type: Large Aberration

6. The Study

Finely appointed, this chamber boasts a large fireplace and window that overlooks the square below. It has several shelves on the wall, a work table, and a writing desk, as well as three comfortable chairs and a heavy chest with a sturdy lock.

The first thing players should note when this spirit appears is the howl, something so unsettling that even those in the main room will have to make a saving throw or be shaken. A palpable cold can be felt just by touching the door, and anyone entering the room will get the 'lash'.

Monstrosity #6 'Howling Spirit Storm' [AC 5, HD 14, HP 91, #AT 2, D 2–16 (Ethereal Whip), Frost Soul (save vs. spell or take an additional 6–36 points of frost damage), Deathly Moan (save vs. spell or be shaken and at -2 to hit), Ethereal (25% miss chance)] EXP: 2,750 + 18/hp

TREASURE
None

Monstrosity #6 'Howling Spirit Storm' [AC 15, HD 14d8+42, HP 98, Initiative +8, #AT 2, Hit +8, Dam Ethereal Whip 9 (2d8+1), Multiattack (2 Whip), Frost Soul (DC 16 Constitution or take an additional 18 (6d6) points of frost damage), Deathly Moan (DC 15 Wisdom or be shaken and at -2 on attack rolls), Ethereal (disadvantage on all attacks against this creature)]

STR: 12 (+1) INT: 10 (–) WIS: 10 (–)
CON: 16 (+3) DEX: 20 (+5) CHA: 8 (–1)
CR: 9 EXP: 5,000 Type: Medium Aberration

7. The Latrine

This small room boasts a single marble seat that holds plumbing for the sewers far below.

A greater tentacle beast will shatter the marble seat when it appears, blowing open the door and spilling out into the main room where it will begin to attack anything in sight with its 20' reach.

Monstrosity #7 'Greater Tentacle Beast' [AC 4, HD 20, HP 136, #AT 8, D 1–12 (Slam), Otherworld Impact (save vs. petrification or be stunned 1 round)] EXP: 8,600 + 30/hp

TREASURE
None

Monstrosity #7 'Greater Tentacle Beast' [AC 16, HD 20d12+6, HP 30, Initiative +3, #AT 2, Hit +4, Slam 14 (2d8+6), Multiattack (8 Tentacles), Otherworld Impact (DC 15 Constitution or be stunned 1 round)]

STR: 22 (+6) INT: 10 (–) WIS: 10 (–)
CON: 18 (+4) DEX: 13 (+1) CHA: 8 (–1)
CR: 14 EXP: 11,500 Type: Large Aberration

8.

The Balcony

A fine balcony overlooks the square below and, in the morning, is a perfect place to recline and get some sun while watching the Kasbah at work and play below.

It is from this balcony that the final monstrosity will appear, scraping at the windows before 'blowing' them inward as the great reaper of the night flows inside to reap all those left standing with its black blades.

Monstrosity #8 'Reaper of the Night' [AC 4, HD 22, HP 154, #AT 3, D 2–20 (Dark Blade), Scything Blow (if attack succeeds by more than 4, automatically get an attack on any other enemy in a 10' radius), Dark Blade (DC 15 Constitution or take an additional 9 (3d6) points of negative energy damage)] EXP: 10,600 + 35/hp

TREASURE
None

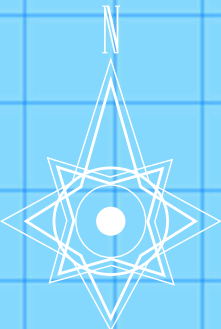
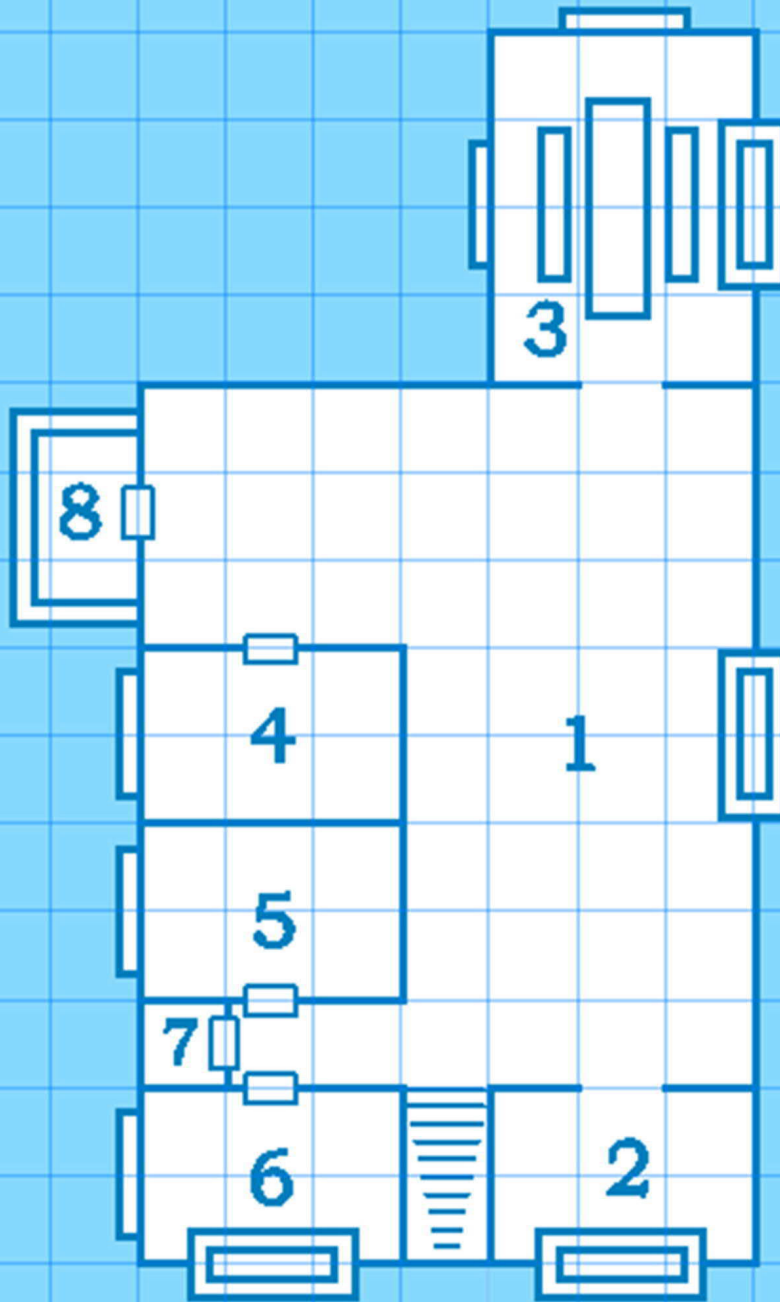
Monstrosity #8 'Reaper of the Night' [AC 16, HD 22d10+110, HP 220, Initiative +4, #AT 3, Hit +9, Dam Dark Blade 15 (2d10+5), Scything Blow (if attack succeeds by more than 4, automatically get an attack on any other enemy in a 10' radius), Dark Blade (DC 15 Constitution or take an additional 9 (3d6) points of negative energy damage)]

STR: 20 (+5) INT: 10 (–) WIS: 10 (–)
CON: 20 (+5) DEX: 20 (+5) CHA: 8 (–1)
CR: 15 EXP: 13,000 Type: Large Aberration

Resolution

Once the ritual ends with the coming of the dawn, the players can escape the house. Those in charge of the Kasbah will send workers to repair the damage done by the creatures involved, and the players will see added security in the market below their house, as well as the explanation by a local constable (named Four'Atula) of the placement of the ritual (the miniature apartment in the market that he can show them) and that he has been assigned to 'work the case'. There will be no apologies and no assurances, but the players can tell Four'Atula seems both competent and committed to the security which so obviously has been breached.

THE FOLIO



THE FOLIO

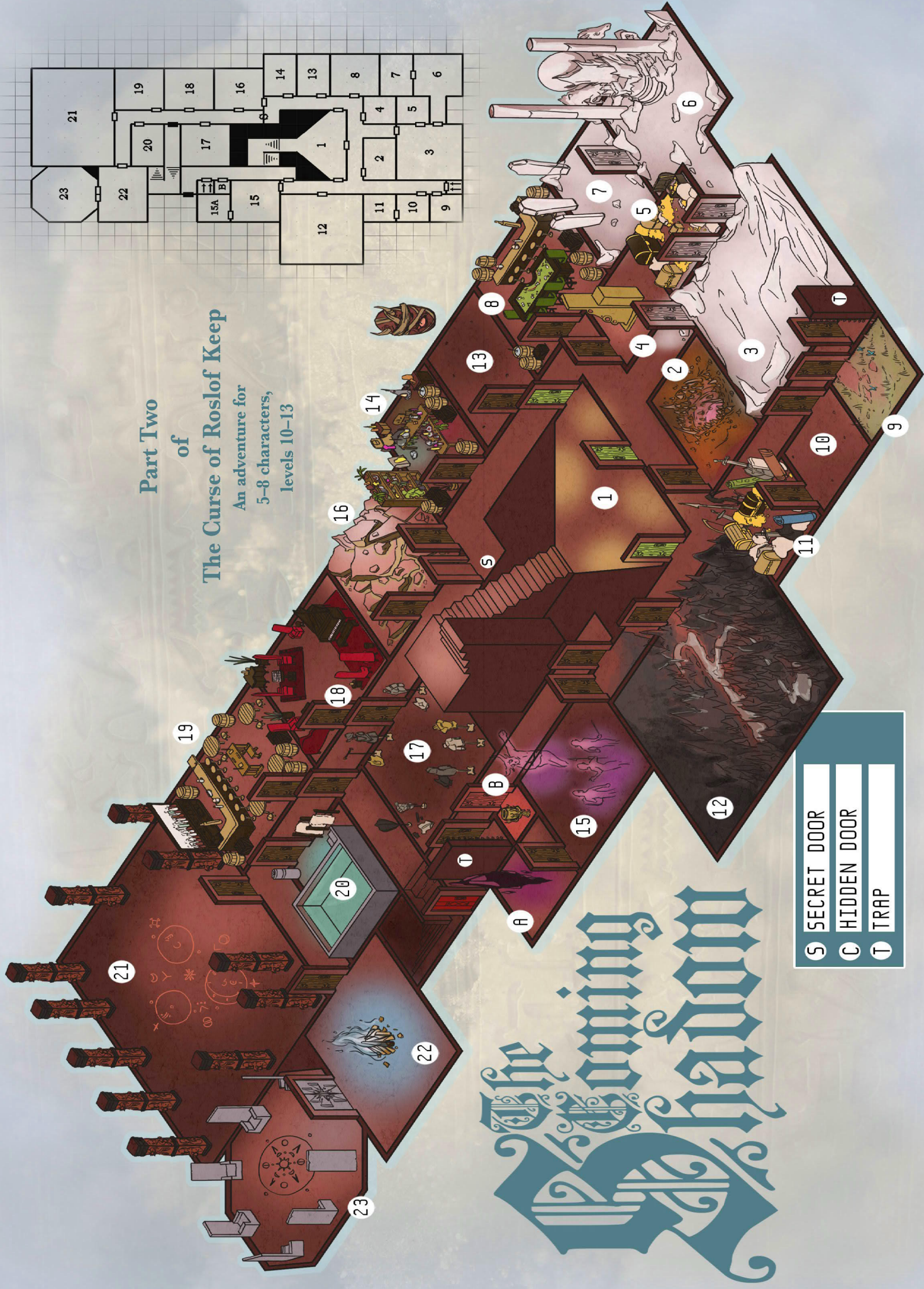
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The Burning Dungeon

S	SECRET DOOR
C	HIDDEN DOOR
T	TRAP

Folio Module

The Coming Shadow

An adventure in both 1E and 5E formats for
5–8 characters, levels 10–13

Campaign Background on the Bender Scout

Level 2 of the Kasbah Dungeon is fairly straightforward, with the dungeon basically broken up into three ‘zones’ that the characters will have to clear. This level is filled with monsters, of course, but it also houses several rooms that are more for roleplaying or just experience possibilities. I’ve referred to the level in my notes as The Magic Mouth Level, so keep that in mind, and be sure to read the adventure fully before beginning as you don’t want to get caught flatfooted in a room that might require much more thought than rolling dice.

As for the new threat that will begin to take shape inside the dungeon, it will manifest on Level 2 in the form of a new monster that I call a bender scout. These scouts should be used as random monsters, and as the DM, you can have them appear at your leisure, even hounding or following the party around the dungeon. They are information gatherers for greater bender threats that will appear down in the deeper dungeon, so keep that in mind. They can also follow the characters up into Level 1, and even have the power to slip out of the dungeon and stalk the streets of the Kasbah, something that might act as the catalyst for a great side adventure for the characters later in the series.

Whatever the case, these creatures are the forerunners of what might be the ‘end of days’, and as the characters deal with them, they should be provided a ‘feeling’ that these are not ordinary creatures, and something about them ‘just isn’t right’. More information on the benders will follow in Folio #22 but, right now, just keep in mind these stalkers are something to put the party on edge.

Dungeon Master Notes

Running the Bender Scout

As these should be new monsters for the characters, you should run them as stalkers, creatures that prey on the tired, hurt, or sleeping party, and if they cannot destroy a character, they are more than happy to steal magical items and flee deeper into the dungeon with them (passing beyond the blue glow and down into Level 3). They are fantastic creatures to use if you want to thin out the party’s magical items, and I highly suggest they be used as such.

Interactions with the Other Companies

These encounters shouldn’t be the priority of the DM at this point unless you’d like to actively destroy one of the other banner companies to make the characters jumpy and disturbed. Interactions with other parties are totally up to the DM and how they are currently running their campaign.

Utilizing the Deep Kasbah

The Deep Kasbah can first be accessed AFTER securing the path down to Level 3 of the dungeon. Halfway down the stairs, an arch will appear that opens into a secret community (generated by the Infernal Machine) that can act as a waystation for the party. All aspects of this small outpost will be detailed below, and I highly suggest you utilize it as the DM.

Behind the Amber

Door [CRK B1] &

Ten Steps Down [CRK B2]

Like most Folio adventures, there are mini-adventures released by AotG that expand on the experiences of the characters in the greater campaign. These two mini-adventures detail what can be found behind the Amber Doors on both Level 1 and Level 2 of the dungeon. As the DM, you can always just make up your own encounter and room behind each door, but if you have these mini-adventures, they create another large experience and treasure opportunity for the characters on each level.

Overall Story Arcs & Threads

Adventure Seed

The base story seed for Folio #21 will be the advent of being able to access the Amber Doors and also having the party’s first encounter with the bender scouts. Although this doesn’t involve a great deal of mystery or roleplay, it should be put into play that each is important to the overall development of the campaign (by the DM, utilizing the notes above). Once the seeds of the benders are laid, Folio #22 will take the party deeper into the threat that they pose to the entire world.

How to Use the Deep Kasbah

The outpost is a very interesting and malleable setting within the Kasbah Dungeon in that it can be placed between ANY floor once it is ‘unlocked’ after Folio #21. As the campaign evolves, so, too, should the outpost, with colorful NPCs, relationships, and even grudges happening each time the characters visit. You can also change the lighting, the NPCs that wander the streets, the sounds, smells, and even how the outpost appears on different floors (i.e., a dungeon chamber, an underground vault filled with giant mushrooms, a steamy bamboo forest that is walled with impenetrable thickets, and even a desert island oasis surrounded by azure seas). All these options can add a great degree of ‘flair’ to your campaigns, so please keep them in mind and try to make a different type of outpost setting on each level, even if the characters are relatively the same (maybe with clothing changed to be appropriate to the setting).

NPCs around Town

The job of the DM is to make sure the characters have an opportunity to interact with the three primary types of NPCs within the town. The first is the shop owners, and these are the most ‘advanced’ and detailed in personality and relationship stability with the characters. The second is the townsfolk, which if the characters ‘push’ to interact with them, you can ‘upgrade’ a certain NPC to a more active role or just have each be more mundane and uninteresting until the characters move on. The third is the political NPCs of the town, including the mayor and his constables. These final NPCs are there to keep order and also to make sure the characters ‘keep moving’ instead of trying to stay within the outpost for extended periods of time. The town itself should be considered a bustling ‘hub’ of activity, with NPCs moving about the streets at all hours, including children playing, dogs barking, and even nobility being carried around on litters.

Unmarked Shops

Although I’ve detailed the main structures of the outpost, there should be an open market vibe with many canopy food sellers, trinket dealers, and all other manner of mundane merchants plying their trades within the outpost’s many streets, so be sure to allow the characters to try some interesting foods, wines, and other services as they move about the settlement.

Costs

Everything within the outpost has a price, and that price will always be on par with that of the standard goods and services found in the Player’s Handbook although, instead of gold pieces, all costs are in ril crystals, with a conversion rate of 1 GP = 1 ril crystal, and anything that normally costs below a gold piece, should be rounded up to a single ril.

Time Spent within the Town

The mayor, Rutledge Cappa, a half-elf with a penchant for cleaning his nails with a silver stiletto, doesn’t like ‘loafers’. He utilizes his constables (all 10th level fighters with a regeneration ability of 25 HP per round) to make sure the characters don’t stay within the town too long. He basically keeps a ‘clock’ on the players, greeting them kindly on Day 1, watching them suspiciously on Day 2, and then beginning to thwart their efforts to stay longer on Day 3 by hassling them each time they try to go to a shop, or intimidating the town NPCs that are dealing with the characters. This attitude ‘resets’ each time the characters come and go from the outpost, assuming they spend at least a day outside the outpost or go to an outpost on a different floor.

Running Combat

There really shouldn't be a reason for combat within the town, and characters who attack NPCs will have four constables per character appear within 2 rounds. However, there can sometimes be another banner company within the outpost at the same time as the characters, and this could lead to a fight, which, oddly, the mayor allows without incident.

Telling the Story

The story of the outpost should be one with both familiarity and a distinctly foreign element. Remember, the town is an everchanging place, ever evolving to help suit the characters' needs. As you work within the town meeting NPCs and seeing shops, you need to have a vision of what you are trying to create here. This outpost is only as strong as what you put into it, and it can be the absolute key for the characters to survive to the end of this dungeon.

Once the characters enter the outpost, read the following: The doors open to the sound of many languages as great flaming braziers light cobblestone streets within a large dungeon vault, the ceiling of which is lost in the gathering shadows above the orange flames. People move within, children playing, and a cat watching as you move into the main thoroughfare. Barkers call out from shops, and the smell of spices and foods makes your mouth water as you move into the passing throngs of folk moving about a market.

1. The Cold Dorm

This large single-story building hosts a sign depicting an angelic form overlooking a sleeping adventurer. The front door is fortified, and there are no windows in the structure. Inside, a main room hosts a number of mats around a central hearth, and several doors line the walls. The air is cool, and the fire is warm, and from somewhere within, gentle music plays.

Primary NPC

Meleen Avara is the proprietor at the Cold Dorm. She is a blond-haired dwarf with a sweet attitude like that of a mother. She takes no 'guff' when it comes to her patrons and often fusses over those who look 'tired'.

Standard Rates:

Private Room: 10 ril per night

Common Room: 2 ril per night

Suite: 50 ril per night

2. The Quiet Forge

An open forge invites onlookers inside where pieces of armor and several blades hang. The furnace and bellows work on their own accord, and a single orc female blacksmith hammers away on an anvil without making a sound.

Primary NPC

Buraah, the half-orc owner of the Quiet Forge, isn't much to look at unless you like muscle. She's just as quiet as her forge, 'speaking' in sign language as her tongue was cut out long ago when she was young. She is fair and gets excited by 'named' magical items, gesturing and admiring them when she sees them.

Standard Rates

Rates for weapons and armor are applied as normal from the Player's Handbook, and if you are using my weapon repair rules from The Storyteller's Arcana, those, too, can be applied within.

Goods

There are several items inside the shop that are either considered to be +1 or +2, especially more mundane items like shields, daggers, arrows, and small swords. Otherwise, there is a 20% chance a more exotic weapon or armor might be found with magical bonuses.

3. Tanner's Bar

Two windows decorate the front of this building, and the smell of food and drink flow out of the open shutters. Inside, several round tables offer a place to sit while a polished bar surrounds the door to the kitchen. Bottles with all manner of colorful liquids rest on shelves behind the bar.

One thing to keep in mind is that I've put an expansive list of foods below so that you can customize the food to the specific outpost setting; thus, the island would have fish options, a drow settlement would have exotic fair, etc., so not everything will be on every menu.

Standard Rates:

All drinks are 1 ril per horn/flagon, and 5 ril per bottle.

Breakfast: Plain 1 ril, Standard 2 ril,

Elaborate 5 ril

Plain (rice pudding, toast, cheese)

Plain (porridge, toast, cheese)

Plain (toasted oats, goat's milk, cheese)

Standard (boiled rice with a raw egg, ginger tea, celery sticks)

Plain (cold fish stew, toast, cheese)

Elaborate (eggs, ham, toast, dried seaweed strips)

Elaborate (eggs, fish, cornbread, honey bun)

Elaborate (eggs, ham, toast, gravy, sweet bun)

Elaborate (eggs, fried fish fillet, toast,

salted pork, sweet wine)

Elaborate (chili-spiced scrambled eggs, batter-fried fish fillet, dark banana bread, honey-brewed ale)

Lunch/Dinner: Plain 2 ril, St

andard 4 ril, Elaborate 6 ril

Plain (pan-fried tomatoes, breakfast bacon, bread & honey butter)

Plain (pan-fried potatoes, breakfast ham, bread & honey butter)

Local (unidentified 'meat of the day',

hard bread & curdled milk)

Standard (pork & chicken fried rice,

chicken broth soup, sliced carrots)

Plain (fried banana mash, duck flank,

rye bread & twice churned butter)

Plain (melon slices, roast chicken,

bread & honey butter)

Elaborate (boiled yams, rabbit stew,

soft loaf & cane butter)

Elaborate (deep-sea tuna stew, roasted tomatoes,

soft loaf & twice churned butter)

Elaborate (sweet potato, ham stew,

soft loaf & cane butter)

Elaborate (grilled squid with lemon and butter, gazelle flank in tangy gravy,

soft loaf of wheat bread, slice of dwarf berry pie)

Outsider (fish stew, green cheese,

soldier's wheat bread)

Elaborate (grilled eggplant, fish stew,

soft loaf & sugar butter coat)

Supper: Plain 4 ril, Standard 6 ril,

Elaborate 10 ril

Plain (chicken legs, hard corn rolls & bacon gravy,

fruit of the day)

Plain (pan-fried fish fillet, hard rolls & gravy,

fruit of the day)

Local (deep-fried grubs, hard rolls & tangy red gravy, apple pie)

Standard (seaweed-wrapped fish, white rice bowl, island fruits)

Standard (chicken cutlets on wooden spears,

hot mustard dipping sauce, deep-fried carrots)

Outsider (mammoth steak, cup of tangy beans,

pan-fried bread wedges,

cinnamon-topped apple pie)

Plain (fish stew, hard rolls & mango jelly,

bowl of olives)

Plain (catch of the day, hard rolls & gravy,

bread pudding)

Elaborate (mountain bull fillet, grilled shrimp,

buttered back yams, soft loaf, coca iced cream)

Elaborate (3 lamb chops with sweet mango

chutney, cup of olives, diced cabbage with honey-

vinegar dressing, full soft loaf, fig pudding)

Elaborate (fresh catch of the day, corn meal cates,

butter squash, soft loaf, hot jungle berry pie)

Elaborate (wild boar cutlet, cup of sauced beans,

pan-fried potato slices, soft loaf, hot fruit pie)

Elaborate (whale stew with potatoes, cheddar-

sprinkled biscuits, chilled island melons,

alegio chocolate rum)

Primary NPC

Tanner Thorn is a stout halfling with a love of dice and rum. His rum is said to be some of the best in the New Kingdoms, or so he boasts to his patrons. He enjoys throwing the bones with patrons and also loves serving up heaping plates of food, which he makes himself.

4. Seven Sisters

A lavender building, replete with a central garden and surrounded by a low wall, greets adventurers. A number of 'house' banners have been placed around the garden, and a slight breeze flutters their fabric as it carries the scent of perfume out into the commons.

Primary NPC

Tarus of High Falls is a lovely and effeminate grey elf who runs the Seven Sisters. He loves discussing the finer things in life, leisure, gardening, and gods and goddesses of beauty. He is also excellent at finding just the right 'partner' for an evening with his patrons.

Rates:

Massage (Common Room): 1 ril

Bath (Common Room): 2 ril

Private Massage & Bath: 5 ril

Private Room Session (Hour): 10 ril

Private Room Nightly: 30 ril

Add another companion: 3 ril hourly, 15 ril nightly



5. Boltac's Trading House

All manner of mundane dungeoneering goods can be found in this trading house including a smattering of +1 magical blades and arrows, as well as copper gloves.

Primary NPC

Boltac, the portly human with a balding head and a quick smile, runs this shop. He will often buy any goods the characters want to trade in, switching them out for ril crystals, but he always does so at ½ their standard value.

Intriguing Item

Boltac has several sets of copper gloves, ranging from supple leather backed with copper plates to full copper gauntlets. Whatever type of glove one purchases, at a price of 1,000 ril crystals, the wearer's armor class improves by 1 (and they can be worn by any class and add to any type of armor or defensive accouterment).

6. Rune and Barter

This structure looks to be a naturally growing tree or bush that has formed into a circular building. Among the leaves hang silvered chains with rune decorations dangling from them. Motes of light, like fireflies, glow in the interior.

Primary NPC

Molva Silvernose is a handsome young gnome with sharp blue eyes and a pointed blond beard. He is known for telling jokes (usually involving puns) and cutting a good price on his goods.

Standard Items

All manner of Rune Stones, scrolls, magical tomes, and children's toys can be found here.

Rune Stones (similar to scrolls, but can be used by any class) typically have 1 spell laid into them that can be used in a single casting and are no higher than 6th level.

7. Helpful Cloak

This small, single-story shop is painted light green and has an open front with racks of fine cloaks, robes, hoods, and capes. All such goods are on racks, with finer items being behind glass cases just beyond the inner counter.

Primary NPC

Shelva the Old is a human woman of ancient years, bent and broken by her trade (weaving) and the passage of time. She still has clear eyes, however, and although hard of hearing, works her 'magic' on making incredible cloaks for those who come to her shop.

Standard Items

Her cloaks and robes typically have special abjuration magic versus certain elements (5 to 10 points of elemental protection damage per turn). They are priced like a Cloak of Protection (either +1 or +2 depending on the level of protection). Elemental protections include Salamander Wool (Fire), Yeti Fur (Cold), Manta Skin (Lightning), Displacement Protection, Viper Skin (Poison).

8. Fable's Place

This small shop is set against the back wall of the bazaar, and a placard hanging over the door shows an image of a man in armor fighting a mighty monster. The door is small and circular, much like a halfling home, with a brass knob at the center.

Primary NPC

Fable is a shit-stirring quasit that escaped from his summoner master long ago. Now he uses the arts of his former master to create a small area for combat between random monsters and clients. He does this for pure entertainment, and participating in such a fight costs the character nothing. The primary purpose of this shop is to allow characters to have one-on-one combats with DM-determined monsters for extra ril and experience, assuming any character needs such things.

9. The Mechanic Shop

This small bookshop has details on Infernal Machines, including dark purposes, summoning powers, and magical distribution amid the hundreds of books concerning monster races, flora, and fauna.

Primary NPC

Delvis the Tinkerer is a thin little human of middling years. He wears thick glasses and has a helmet with a candle set into it for lighting. He is friendly but particular if players don't look like they 'belong' in a bookshop.

Standard Items

Anyone with an Intelligence of 15 or more will recognize several tomes dedicated to magical machines and their purposes. Each tome sells for 300 ril, but they provide the character with the ability to manipulate the Infernal Machine throughout the later dungeon. 1d4 such tomes can be found at any time.

Bender Scout

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1-2

Armor Class: 1

HD: 12

Move: 12"

No. of Attacks: 2

Damage/Attack: 1-10 (Chaos Lance)

Special Attacks: Eyes of Chaos

Special Defense: +2 or better weapon to hit

Magic Resistance: 25%

Intelligence: High

Size: M (7' tall)

Psionic Ability: NIL

% in lair: 60%

Treasure Type: Z

Climate Zone: Varies

Experience: 2,150+16/hp

Bender Scout [AC 19, HD 12d12+60, HP 132, Initiative +5, #AT 2, Hit +8, Dam Chaos Lance 14 (2d10+4), Multiattack, Damage Immunity (nonmagical weapons), Magic Resistance (advantage on all saves vs. magic), Eyes of Chaos (DC 18 Wisdom or be under the effects of a Charm spell that last a number of days equal to the HD of the bender scout)]

STR: 18 (+4) **INT:** 12 (+1) **WIS:** 13 (+1)

CON: 20 (+5) **DEX:** 15 (+2) **CHA:** 6 (-2)

CR: 6 **EXP:** 2,300 **Monster Type:** Medium Humanoid

History

Where the veil between the Elemental Plane of Shadow and the unknown that is beyond it becomes too thin, or a pinprick exists, a true stream bender can sometimes release one of its smallest agents into the Prime Material Plane. These agents are known as bender scouts, and they are without a doubt one of the most difficult foes known to the living world of men. They are sent forth from the void to find magic, both in the form of magical items and also high-level priests or mages. When they find magical items, they take them back to the veil and slip them into the unknown as food for their stream bender masters. If they are able to gain access to priests or mages, they will manipulate them into creating a larger breach so that a bender surrogate can make its way into the Prime Material Plane. The bender scouts love magical items, and each time they attack in melee, they have a 15% chance of snagging a magical item from the person they are attacking (determined randomly). Once they have such an item, they will retreat if they are reduced to ¼ of their maximum hit points.



Nature

Utilizing a weapon known as a Chaos Lance, these bipedal creatures attack with great skill, receiving a +2 bonus on all attack rolls with the lance. They can sometimes be encountered in pairs, working together for their master's bidding; however, their pure chaos nature doesn't really allow for teamwork, and there is a 15% chance in any given round that a bender scout will attack another member of its own kind. They also have a powerful charm attack known as the Eyes of Chaos that revolves around the multiple eyes in their elongated head. The use of this attack is usually limited to high-level (10+) clerics and mages.

Special Abilities

Eyes of Chaos: This attack can be made instead of a lance attack and can affect any person who sees the bender scout. Those attacked in such a way must make a saving throw vs. spell at a -2 or be under the effects of a Charm spell. Once charmed, the victim will surrender all magical items and follow the bender scout to their eventual doom.

Introduction

The entry into this module begins with what I like to call 'The Funnel Room'. It is the characters' first experience on Level 2 of the Kasbah Dungeon. This room is designed to provide three access points into the dungeon as a whole (eastern, western, or southern). The room itself will have a few little details that the characters can work through, but otherwise, the dungeon will be very similar in content to what was encountered in Level 1.

The dungeon level is cut from a red-hued stone, and there is a palpable acrid odor in its halls.

Note

Again, to reiterate the 'Basic Rules of the Dungeon' from the gazetteer, the following will apply.

All rooms **MUST** be cleared before the magical field leading to Level 3 of the dungeon can be accessed.

Monster encounters are triggered by opening the door to a room. Each time the door is closed (assuming the monsters inside have been defeated), the next time it is opened, a new monster (up to the DM) will generate.

Doors may be opened and closed multiple times, each time regenerating a new monster if the room has been cleared before the closing.

When a door opens, there is a magical 'popping' sound, indicating that it is active. If the door has been tampered with or 'wedged' so that it doesn't close properly, this sound will not activate.

The dungeon will announce the arrival of a new banner company into the dungeon by sounding a chime that resonates through the dungeon.

If **ALL** members of a banner company are slain while inside the dungeon, that company's banner then belongs to the group that slew the members **OR** the first company to make it to the surface and claim the banner by removing it from the monolith.

Experience Rewards

I would provide 'bonus' experience of 5,000 **[1,500]** per each cleared room, 5,000 **[1,000]** for each defeated (or triggered and survived trap), and 30,000 **[15,000]** to each character that survives to make it to the open stairs to Level 3.

Room Costs in Ril Crystals

It costs 300 ril crystals to open any door on Level 2 of the dungeon. Each room on Level 2 of this dungeon has a 'pay off' rate in ril crystals of 5,000, meaning that if the party wants to bypass a room, they can pay an additional 5,000 ril crystals at the entrance stair to Level 3 to take down the Azure Glow. So, for example, it costs 10,000 ril crystals to enter Level 3 of the dungeon if the party has cleared every room on Level 1, but if they wanted to bypass any particular room, they could pay 15,000 ril crystals to drop the Azure Glow. When they find the stairs, a Magic Mouth will appear and tell the ril cost to travel to Level 3 (10,000), as well as explaining that they can enter the stairs by paying X amount of extra ril (as per the rooms they have left to clear) if they so choose.

1. Great Entry Hall

Torches blaze upon sconces affixed to the red stone walls of this oddly shaped room. There are three doors: one to the south, one to the southwest, and one to the southeast, all of which are painted light green. The room resembles a funnel, with the wall arching north toward the stairs that lead back up to Level 1 of the dungeon.

Each door is enchanted with a Magic Mouth, and once someone draws near it, they will provide the following clue to the dangers that lie in that direction.

Eastern

Fire is the blessing that will rise from the ashes, again and again, to thwart its enemies...

Western

The ground will tremble, and the earth will rise to those who oppose it...

Southern

From the frost, the great wyrm rests in a chamber of eternal frost...

2. Hell Mouth

This large rectangular room is painted with black and orange tiles, and dominated by a large black hole in the floor at its center. Ashen teeth, each the size of a man's open hand, surround the hole, and the smell of heavy sulfur is in the air.



This large black hole in the center of the room is a 'hell mouth', a direct portal to the Abyss which spews out a new demon each time the room's door is opened. In the case of the first opening, a greater demon (something like the level of a balor) will generate and begin climbing out of the pit. It will take the creature a full round to emerge, but after that, it can attack at will.

1 Greater Demon [AC -2, HD 10+10, HP 62, #AT 2, D (2-16) (Claws), Hell Aura (anyone attacking the demon with melee will take 3-12 points of necrotic/flame damage) (EXP: 1,980)]

TREASURE
200 ril crystals

1 Greater Demon [AC 22, HD 10d12+40, HP 100, Initiative +3, #AT 2, Hit +8, Dam Claw 10 (1d10+5), Multiattack (2 Claws), Hell Aura (any melee attacks made against this creature cause 6 (3d4) necrotic/fire damage to the attacker)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (-)
CON: 18 (+4) DEX: 15 (+2) CHA: 8 (-1)
CR: 5 EXP: 1,800 Type: Medium Fiend

3. White Wyrm Chamber

Hostile, frigid winds whip around the chamber creating the illusion of an open arctic steppe, with drifts and icy boulders. It is difficult to tell exactly how large this chamber is, but you would put it well beyond forty feet deep.

There are three doors in this room, one to the north, and two in the eastern wall. From the interior, all are disguised to look like part of the white-washed walls and require a successful Search check (1 in 6) to discover [DC 18 Perception].

The dragon-like wyrm in this chamber has camouflaged itself among the snow and boulders and has a 75% chance to remain undetected [DC 22 Perception]. If the party enters and the wyrm is unseen, it will wait for them to spread out and then attack spellcasters with its breath before coming out to fight with its claws and teeth.

1 Frost Dracoform [AC 0, HD 19, HP 133, #AT 5, D (2-16) (Claw (x2)) + (2-12) (Barbed Wings (x2)) + (2-20) (Tail) + (2-24) Bite, Breath Weapon (hell frost in a 30' cone), Magic Resistance 35%, +2 or better weapon to hit. (EXP: 13,925)]

TREASURE
5,000 ril crystals

1 Frost Dracoform [AC 20, HD 19d12+114, HP 228, Initiative +5, #AT 5, Hit +12, Dam Claw 18 (2d10+7) + Wings 11 (2d8+7) + Tail 22 (3d10+7) + Bite 18 (2d10+7), Multiattack (2 Claw/2 Wing/1 Tail/1 Bite), Breath Weapon [Recharge 5-6] (DC 19 Dexterity or take 66 (12d10) of cold & piercing damage), Magic Resistance (advantage on all saves vs. magic)]

STR: 25 (+7) INT: 18 (+4) WIS: 17 (+3)
CON: 22 (+6) DEX: 15 (+2) CHA: 17 (+3)
CR: 14 EXP: 11,500 Type: Large Dragon

4. Deadly Throne

This twenty-by-twenty-foot chamber is dominated at its center by a large bronze throne. The walls are red stone, and the air in the room has a chill to it.

This is a great trap, set for those who believe they have the power to sway the dungeon by taking a seat on the throne. Once the party enters, a Magic Mouth will appear on the wall to the south of the throne and goad the characters into taking a seat, saying, *'Any who think they have the power to treat with the Lady of the Labyrinth, take a seat...'*

If a rogue investigates the throne, they have the possibility of discovering a trap at -15% [DC 22] that seems to indicate there are metal filaments set into the floor that all move inward toward the throne.

Anyone taking a seat on the throne will be hit with a 10-60 lightning shock that will repeat again every 3 rounds unless the victim makes a -4 saving throw vs. petrification [DC 20 Constitution] as, otherwise, their muscles will lock and they will hold tight to the throne!

Once the shock takes place, the Magic Mouth will laugh and add, 'You are not worthy of the Lady of the Labyrinth.'



5. Treasure Chest Room

Half a dozen large chests have been stacked in this room. There is a glow about them, and magic is easily detectable in the area.

Of the 6 chests in this room, only three are trapped. The other three are unlocked and contain mundane monetary treasure.

Chest #1

[Trap: Poison Gas]

Damage 4–40 round 1 and 1–10 round 2 unless save vs. poison is made at -5

[DC 20 Dexterity or take 20 (4d10) round 1 and 5 (1d10) round 2]

Hard Lock (-10% Pick Locks) **[DC 20]**

CONTENTS

Tome of Unknown Understanding (can be used by any class, anyone reading the book increases their INT by 1 point and then the book disappears), 4 Potions of Extra-Healing **[Greater Healing]**

Chest #2

[Trap: Firing Darts]

Damage 1–10 damage to EVERYONE in a 10' radius unless save vs. petrification is made at -2 **[DC 18 Dexterity or take 5 (1d10)]**

Hard Lock (-10% Pick Locks) **[DC 18]**

CONTENTS

24 Glass Arrows of Eladrial (These blue fletched and azure laen elf-glass tipped arrows are considered +1/+4 vs. elementals), +2 Heavy Mace (1d8+2 damage and requires a 15 STR to use), Elven Chain +2

Chest #3

[Trap: Roaring Shock]

Damage 5–50 unless save vs. petrification is made at -3

[DC 18 Dexterity or take 30 (6d10)]

Hard Lock (-10% Pick Locks) **[DC 18]**

CONTENTS

Amber Key (a long, slender key with a true amber head), +2 Shield of the Norn (Adds a +2 to the wearer's STR stat), Robe of Eyes

Chest #4

Unlocked, 6,000 ril crystals

Chest #5

Unlocked, 3,000 platinum pieces, mithril crown (3,000 GP value)

Chest #6

Unlocked, 4,500 silver pieces, 1,000 gold pieces, (25) sliver of silver/jade, each worth 100 GP

6. Hall of the Dead Frost King

Beyond an icy hall, more like a cave tunnel, sits a throne of ice. Twin ice pillars flank it and support a white ceiling that has snow slowly drifting down onto the slick floor. A single door is in the northern wall, frost clinging to the frame.

The Frost King, a greater undead warrior, actually resides inside one of the ice pillars and has the power to move through ice at will (like a Dimension Door). This power allows him to give up one of his two attacks per round and slide into the ice, appearing the next round in some other place. This reappearance gives him a 50% hide in shadows when he appears **[DC 18 Perception]** and the auto initiative. As long as he wins the initiative and uses one attack to slip into the ice, he CANNOT be attacked.

1 Frost King [AC -3, HD 13, HP 91, #AT 2, D (3–18) (Greatsword), Frost Jump (as above) (EXP: 5,538)]

TREASURE

2,000 ril crystals, +2 Full Plate, +2 Greatsword (Frostbrand)

1 Frost King [AC 23, HD 13d10+39, HP 104, Initiative +6, #AT 2, Hit +7, Dam Greatsword 14 (3d6+5), Multiattack (2 Sword), Frost Jump (as above)]

STR: 20 (+5) INT: 15 (+2) WIS: 11 (–)

CON: 16 (+3) DEX: 15 (+2) CHA: 6 (–2)

CR: 9 EXP: 5,000 Type: Medium Undead

7. Room of Three Coffins

This foggy chamber glows blue from strange runes etched upon three metal ice coffins suspended in the air. From the ceiling, more snow falls, and the sounds of cracking ice can be heard coming from the floor.

These are three magical coffins that act as beacons to the past. Any character coming within 10 feet of a coffin will need to make a saving throw vs. spells **[DC 18 Wisdom]** or revisit some trauma from their past. The trauma must be dealt with utilizing a System Shock roll **[DC 16 Constitution]**. If the roll is successful, the character gains +1 to a prime requisite permanently; otherwise, they are -1 to their prime requisite permanently.

8. Gaming Table Chamber

A barroom that could be placed in any large urban tavern is just beyond the door to this room. A single table has been set before the bar, and cards and a keg of ale have been set with it as though inviting a gambling session to take place.

Once the characters enter the room, a collection of illusionary (transparent) NPCs will appear and begin acting as though the bar is 'hopping' with activity. Several of these NPCs will appear around the table, motioning for someone (DM's choice, but I'd say a bard, rogue, or even a wizard) to join the gambling session. If the individual moves to the table, they will be provided with ale and a game will commence.

If, as the DM, you want to throw some cards at the table (even using other players as the NPCs), feel free to do so; otherwise, you can simply have the gambling player roll a d20 versus you as a DM, and they win or lose 10 ril crystals per point they either are lower or higher than your DM d20 result, with modifications for INT or even CHA as you see fit, something easy that won't suck away time from the game but can be fun. Whatever the case, after 5 such games, the NPCs will disappear, and the room will be empty, but all ril won or lost is real.

9. Room of Open Sky

Butterflies flit above a floor of grass in this well-lit room. Above, there is no visible ceiling, instead just an azure sky appears, complete with a warm and fragrant breeze.

There is nothing of particular interest in this room; however, the butterflies are magical in nature, and if a druid or ranger is present, they will follow them throughout the rest of the adventure. If the druid or ranger is hurt, a butterfly will land on them and glow before disappearing and healing 10 HP of damage per butterfly. There are 2d10 butterflies in the room at any one time.

Trap (Hall)

A rather wicked 'Lightning Shaft' trap is set behind the door in the hall outside Room 9. Detection is tough, with a -15% to Detect Traps **[DC 20 Perception]**, and if missed, the trap will trigger upon opening (and still cost 300 ril to open the door like any standard door on this floor) causing 6–36 points of lighting/piercing damage to everyone up to 30' down the corridor (save vs. petrification for ½) **[DC 18 Dexterity]**.

10. Chamber of the Three

Legendary Ogres

Three sleeping areas have been set up in this room, and the heavy smell of musk is almost overpowering. Lumbering near each mound of furs and random equipment are three huge ogres, each armored and carrying wicked blades.

A trio of nasty, large, and deadly ogre lords have been summoned to this chamber and are VERY ready for a fight. They will attack on site, using guttural bellows to make the room shake.

3 Ogre Lords [AC 2, HD 9+9, HP 45, #AT 2, D (2–20) (Oversized Weapon), Rampage (when reduced to ½ HP, +1 attack per round and +3 to damage) (EXP: 1,980)]

TREASURE

400 ril crystals (each)

3 Ogre Lords [AC 18, HD 9d12+36, HP 90, Initiative +3, #AT 2, Hit +8, Dam Oversized Weapon 15 (2d10+5), Multiattack (2 Weapon), Rampage (when dropped to less than ½ hit points, all attacks are at advantage)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (–)

CON: 18 (+4) DEX: 15 (+2) CHA: 8 (–1)

CR: 5 EXP: 1,800 Type: Medium Giant



11. Ogre Treasure Room

Huge bags of coins, chests, and magical weapons are stashed with rugs and armor all over this large room.

This should be presented as the scene from *The Hobbit*, where Bilbo finds the troll hoard. There are 25,000 coins in barrels, casks, chests, and coffers, including 10,000 that are gold. Another 24,000 in assorted necklaces, rings, and jewels are about, and ten +1 weapons and pieces of armor, as well as three +2 weapons.

12. Grand Hall of the Earth Titan

The door opens to a massive cavern filled with stalactites and stalagmites. A small stream flows down the center of the cavern from the north and exits through the southwest corner. The area is illuminated by a green glow, likely from some form of lichen in the ceiling, and the sounds of bats can be heard from deeper within.

This room is home to a massive earth elemental, and it will wait for the party to move farther into the room before moving through the floor (in a kind of quake) and then blocking the exit before it begins its assault. If the characters refuse to move up and engage it, it will send quakes through the hall, dropping stalactites down on the party, doing 2–20 damage to 1d4 random members each turn.

1 Greater Earth Elemental [AC 2, HD 26, HP 156, #AT 1, D (4–40) (Slam), +2 or better weapon to hit, Quake (as above)] (EXP: 8,920)

TREASURE
5,000 ril crystals

1 Greater Earth Elemental [AC 18, HD 26d10+156, HP 286, Initiative +4, #AT 2, Hit +10, Dam Slam 26 (2d20+6), Multiattack (2 Slam), Quake (as above)]

STR: 22 (+6) INT: 6 (-2) WIS: 10 (-)
CON: 22 (+6) DEX: 8 (-1) CHA: 5 (-3)
CR: 10 EXP: 5,900 Type: Large Elemental

13. Riddle Chamber

This chamber has half a dozen alcoves around the exterior, but the farthest from the door (along the eastern wall) holds a massive mouth. Torches burn in every alcove, and the floor is a polished marble.

When the characters approach the mouth, it animates, bellowing a greeting before it begins asking riddles to the party. Whenever the party answers correctly, one of the torches turns green, but whenever they answer incorrectly, the torch goes out. There are 6 torches total, and the riddles only end when all are green or out. If they are green, the party is provided with 250 ril crystals for every correct answer, but if they go out, the room becomes warm and a fire giant appears in each alcove, replacing each torch (see Room 21 for fire giant stats).

Riddles include

I have holes on the top and bottom.

I have holes on my left and on my right.

*And I have holes in the middle,
yet I still hold water.*

What am I? [A Sponge]

You can carry it everywhere you go, and it does not get heavy.

What is it? [Your Name]

What falls but doesn't break, and what breaks but doesn't fall?

[Night and Day]

A man, but an animal. A horn with two hands. What am I? [A Minotaur]

Can you name three consecutive days without using the words Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, or Sunday?

[Yesterday, Today, Tomorrow]

What runs around the whole yard without moving? [A Fence]

Which bird does not belong in this group? Finch, gull, eagle, ostrich, or sparrow? [The Ostrich because it doesn't fly]

14. Lab & Alchemy Chamber

This large chamber contains a central table that is covered in laboratory equipment, beakers, bottles, and tubes, all filled with colored liquids. The walls have bookshelves, but most are simply covered in dust, with a few random scrolls still intact.

This should be another 'challenge' room as once the party enters, a ghostly NPC wizard will appear and ask the characters, 'Who has the smarts to create a Potion of Infinite Virtue from my personal notes?'

If anyone steps forward, they will be allowed to attempt the potion's creation, which will take roughly an hour. As the DM, if any member of the party actually has an alchemical background or has brewed potions at some point, simply allow them to create the potion without a roll. However, if someone has no such past experience, then take the average of the character's Intelligence and Wisdom, and attempt to roll BELOW it on a d20. If successful, the character creates the potion.

If successful, the NPC wizard will smile and clap, adding, 'Well done! Now you may collect your reward!' That reward will be 1,000 ril crystals and the Potion of Infinite Virtue which provides a character with a temporary level boost of 2 levels for 1 hour.

If unsuccessful, the entire laboratory will have an alchemical reaction with the missed potion's essence and explode, doing a massive 6–60 [30 (6d10)] points of damage to everyone within the room.

15. Dead of Roslof Keep Chamber

A vaulted chamber opens before you, its air cool and with the hint of sweet death. Several ghostly figures float in the room, one of them is a massive minotaur, while the others look like human warriors. All glow a ghostly green.

Once the characters have entered the room, the door will crash shut with a terrible 'boom', and the ghosts will turn toward the party, their eyes glowing red before they attack in a swirling mess of ethereal mist.

If the players have gone through Roslof Keep, you can make some of the spirits those that they know and that have died back in Roslof, including the minotaur encountered early in the module.

9 Lesser Spirits [AC 5, HD 8, HP 48, #AT 1, D (1-10) (Necrotic/Frost), Etherealness (50% miss chance), +1 or better weapon to hit, (EXP: 760)]

TREASURE
500 ril crystals each

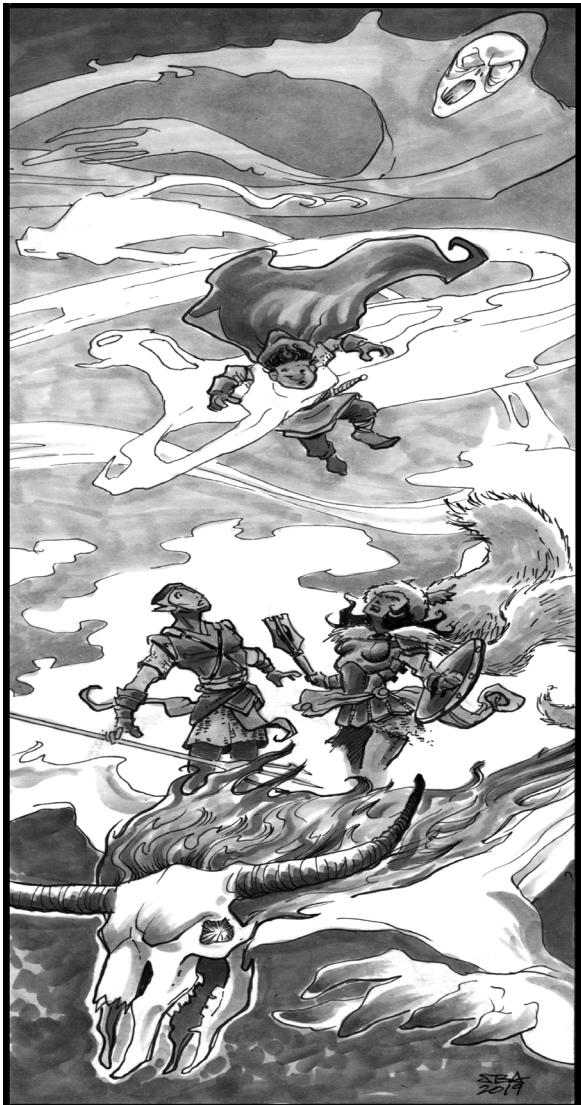
9 Lesser Spirits [AC 15, HD 12d8+12, HP 66, Initiative +5, #AT 1, Hit +5, Dam Necrotic Touch 6 (1d10+3), Etherealness (all attacks made against the spirit are at disadvantage)]

STR: 10 (-) INT: 15 (+2) WIS: 12 (+1)
CON: 13 (+1) DEX: 17 (+3) CHA: 10 (-)
CR: 4 EXP: 1,100 Type: Medium Undead

15A. The First Crystal Chamber

A floating black crystal hovers in the center of this twenty-foot-square room. Every few seconds, a static charge springs from the crystal to strike randomly against the dark-scarred walls.

This is The Crystal of Eternal Electricity, and anyone who approaches within 5' of it must make a successful saving throw vs. spell [DC 18 Wisdom] or take 6-36 [18 (6d6)] points of electrical damage. However, if the saving throw is made, the character 'stores' the electrical blast within their body for later use, allowing them to effectively cast a 6d6 lightning bolt or add 6d6 to a melee attack within the next 24 hours.



15B. Urn of Demons

A bronze urn that is as large as a halfling sits in the center of the red-painted room. The bronze is covered in demon etching, and black vapor leaks off the surface.

This terrible artifact can unleash up to 8 horrific demons per day, each one an insane creature that will scream bloody murder as it bleeds from its eyes and vomits caustic fluid from its mouth. Once all 8 demons are defeated, the artifact will lay dormant for 24 hours; however, anyone of Good or Lawful alignment that touches it will be driven insane for 1d4 days, no saving throw!

1 Demonic Servant [AC 2, HD 11, HP 66, #AT 2, D (1-12) (Claws). Insanity (save vs. magic or be 'unsettled' and at -2 on all attack rolls) (EXP: 3,056)]

TREASURE
200 ril crystals

1 Demonic Servant [AC 18, HD 11d12+44, HP 110, Initiative +3, #AT 2, Hit +8, Dam Claw 10 (1d10+5), Multiattack (2 Claws), Insanity (DC 16 Wisdom or be 'unsettled' and at disadvantage on all attacks against the demonic servant)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (-)
CON: 18 (+4) DEX: 15 (+2) CHA: 8 (-1)
CR: 6 EXP: 2,300 Type: Medium Fiend

Trap (Hall)

The second to last door along this hall opens into a Frost Spear Trap. Detection is tough, with a -15% to Detect Traps [DC 20 Perception], and if missed, the trap will trigger upon opening (and still cost 300 ril), causing 6-36 points of frost/piercing damage to everyone up to 30' down the corridor (save vs. petrification for 1/2) [DC 18 Dexterity].

Amber Door (Hall's End)

At the end of the hall, the northwest dead end houses an Amber Door. If the party possesses the Amber Key, they may enter, and details of what lies beyond can be found in the mini-adventure CRK B2 Ten Steps Down. Otherwise, the DM may decide what lies beyond this door if that mini-adventure is not possessed.

16. Collapsed Chamber

Much of the large thirty-foot-square ceiling of this chamber has collapsed, but something glows green beneath the rubble. The room looks like it was once a frescoed hall, but the paintings are long since corrupted by water that leaks from the rough stone where the ceiling once was.

There is nothing that draws combat in this chamber, and the door doesn't give the familiar magical 'pop' upon entry. If the party wants to investigate the 'green glow', they may, but they will have to do so under the knowledge that a further collapse could happen (20% chance). If there is a collapse during the search, each character in the room will take 6-36 [18 (6d6)] bludgeoning damage.

The 'green glow' is actually from an artifact called Tormalow's Lantern, and the item always provides light up to 30', reveals invisible creatures, and once per day can provide a 'burst healing' that will cure 1-10 points of damage to anyone within 10 feet of the lantern.

17. Lord's Armory

Another large thirty-foot-square room is full of suits of armor and shields hanging on the walls. All manner of armors from various ages are collected here, and most shields have some form of heraldry on them, save for wooden round shields that hold iron studs.

All the armor in this room is at least +1 in enchantment, and if there is a particular type of armor a player might be looking for, there is a 30% chance it is +2 in enchantment, and a 10% chance it is +3 in enchantment. But for all intents and gaming purposes, there should be at least 1 piece of armor ever created within the room.

Amid the collection of armor, there are three suits of enchanted armor that will animate and attack anyone who attempts to disturb the armor within the room.

3 Animated Armor [AC 0, HD 12, HP 72, #AT 2, D (1-10) (Slam), +2 or better weapon to hit. Hardness (all weapon attacks that are not made of adamantite do 1/2 damage). (EXP: 3,152)]

TREASURE
300 ril crystals (each)

3 Animated Armors [AC 20, HD 12d10+48, HP 108, Initiative +3, #AT 2, Hit +9, Dam Slam 11 (1d10+6), Multiattack (2 Slam), Hardness (½ damage to all weapon attacks not made of adamantine)]

STR: 22 (+6) INT: 10 (–) WIS: 11 (–)

CON: 18 (+4) DEX: 10 (–) CHA: 10 (–)

CR: 8 EXP: 3,900 Type: Large Construct

18. Lady's Hall

A fine piano and a table with a chessboard decorate this room, as well as several high-backed chairs. Tapestries are on the walls, and the smell of perfume is heavy in the air.

If any female character is wearing the Lingerie of Displacement acquired from the succubus from the mini-adventure CRK B1 Behind the Amber Door, then it will trigger three ghostly ladies to appear, talking in whispers among themselves as they circle the character, giggling and admiring the attire. They will be so impressed with the character, that they will begin to glow, and part of their essence will 'jump' to the character wearing the item, permanently increasing their Charisma statistic by 2 points.

However, if no one is wearing the item, the room will be empty, and no spirits will appear.

19. Downtown Bar

An arm wrestling table is in the middle of this room, and the walls are deep green. The floor looks to have been stained by spit, blood, and alcohol.

Once the characters enter the room, two dozen ghostly NPCs will appear, and the din of conversation erupts. If any character has a 17 or more Strength, a large patron will approach and offer to arm wrestle the character. If accepted, the character may approach the table and duel in an arm wrestling match. The match is settled using d6s. The character gets 1d6 for every point of Strength above 17 (this includes 18/-- levels within the Player's Handbook). Once you've determined how many d6 you get, roll them versus the number of d6 the DM determines the opposing NPC has. Whoever gets the higher result wins. Each win results in the character gaining 200 ril crystals.

This same type of resolution system can be utilized in a drinking contest at the bar, with a character getting a d6 for every Constitution point above 14. However, only one drinking contest can take place per character, but the winner will receive 1,000 ril crystals. No money can be lost in the bar by the players. If any character participates in any of the contests, the room is considered 'cleared' for the purposes of the dungeon.

20. Jann's Pool

A large steaming bath dominates this chamber, and the walls are orange and gold with swirling fire patterns. A beautiful woman with skin golden like a statue and green eyes that glow with an inner fire rests in the pool.

This chamber is designed as an oasis amid the various challenges of the dungeon. Anyone entering will be greeted by the Jann, and will be offered a chance to bathe with her amid the large heated pool.

If anyone does bathe, they will regain ½ of all damage they currently have and also be considered to have had a 'nights rest' when dealing with regaining spells. There are no dangers in this room, and conversations with the Jann, whose name is Elan, will tend to always steer back toward her wanting to hear various stories of their struggles and victories inside the dungeon.

**Door to the Level Three
of the Dungeon**

In the hall, the door between Room 17 and Room 20 holds an Azure Glow that cannot be opened without having defeated all the rooms in the dungeon (or paid off those they haven't overtaken). As they approach, a Magic Mouth will appear and tell them how many rooms they have left and what the current amount of ril crystals they would owe to pass is.

21. Fire Giant Generator

The floor of this room is made of black and red flagstones, with three large orange star diagrams close to the center of the room. Black and red pillars are spaced all around the outside of the room.

As the characters move into this absolutely huge room, the red flagstones will begin to glow, and as they do, fire giants will begin to appear. The room will generate 2 fire giants each round until eight have generated. If there are any fire giants left standing after Round 15, the process will begin again, but if all have been defeated by Round 15, the room is considered cleared.

Fire Giant [AC 3, HD 12, HP 72, #AT 1, D (5–30) (Greatsword), Impervious to Fire. (EXP: 3,152)]

TREASURE
400 ril crystals (each)

Fire Giant [AC 18, HD 13d12+78, HP 162, Initiative +3, #AT 2, Hit +11, Dam Greatsword 28 (6d6+7), Multiattack (2 Sword), Impervious to Fire]

STR: 25 (+7) INT: 10 (–) WIS: 14 (+2)

CON: 23 (+6) DEX: 9 (–1) CHA: 13 (+1)

CR: 9 EXP: 5,000 Type: Huge Giant

22. Knight's Hall

Black stars decorate the white walls of this room, and a central firepit has a blue flame that burns up to five feet high. There are three longswords, each covered in runes that point inward toward the flame, and the air is cold enough to see one's breath.

Once the characters move toward the longswords, an armored knight will appear and pick up a sword before attacking the characters. Each longsword is a 'named' relic and is as follows.

Windreaver (+3 Longsword, 2/day can cast a Gust of Wind, and 1/day create a Wall of Wind, both at 12th level)

Hailstorm (+3 Longsword, 2/day can act as a Frostband for 4 rounds, 1/day can create a Wall of Ice as a 12th level caster)

Heartrender (+3 Longsword, 2/day can utilize a type of vampiric ability to transfer damage done to healing for the wielder for 3 rounds)

3 Dark Knights [AC 0, HD 12, HP 82, #AT 3, D (1–10) (Longsword). (EXP: 3,152)]

TREASURE
300 ril crystals (each)

3 Dark Knights [AC 20, HD 12d10+48, HP 108, Initiative +3, #AT 3, Hit +9, Dam Longsword 10 (1d8+7), Multiattack (3 Sword)]

STR: 18 (+4) INT: 10 (–) WIS: 11 (–)

CON: 18 (+4) DEX: 10 (–) CHA: 10 (–)

CR: 8 EXP: 3,900 Type: Medium Construct

23. Whirlwind Knight

This octagonal chamber has seven stone chairs, one on each wall with banners that are behind each. Each banner matches those of the adventuring companies represented in the Kasbah.

If any character in the party sits in the chair of another adventuring company, nothing will happen, but if they sit in their own company chair, a lithe figure in all black cloth holding a slender silver sword will appear in the center of the room (this is The Dark Whirlwind) and declare, 'The Company of the Ivory Scimitar must prove its worth before the Council of Judgement.' Over each unoccupied chair, a vaguely humanoid head without distinct features will appear as though watching, and then the black figure will attack.

Once the Dark Whirlwind is defeated, a pile of ril crystals will appear in the center of the room, and the head floating above the chairs will nod and then disappear.

The Dark Whirlwind [AC -4, HD 21, HP 126, #AT *, D (2–24) (Silver Blade). Whirlwind Attack (can attack every enemy in the room once per round). (EXP: 7,158)]

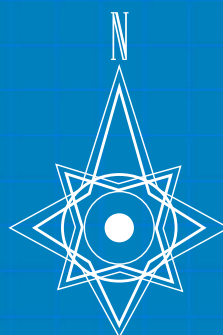
TREASURE
6,000 ril crystals

The Dark Whirlwind [AC 20, HD 21d12+84, HP 210, Initiative +8, #AT *, Hit +9, Dam Silver Blade 15 (2d10+5), Multiattack (Special), Whirlwind Attack (can attack every enemy in the room once per round)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (–)

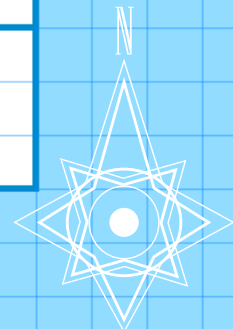
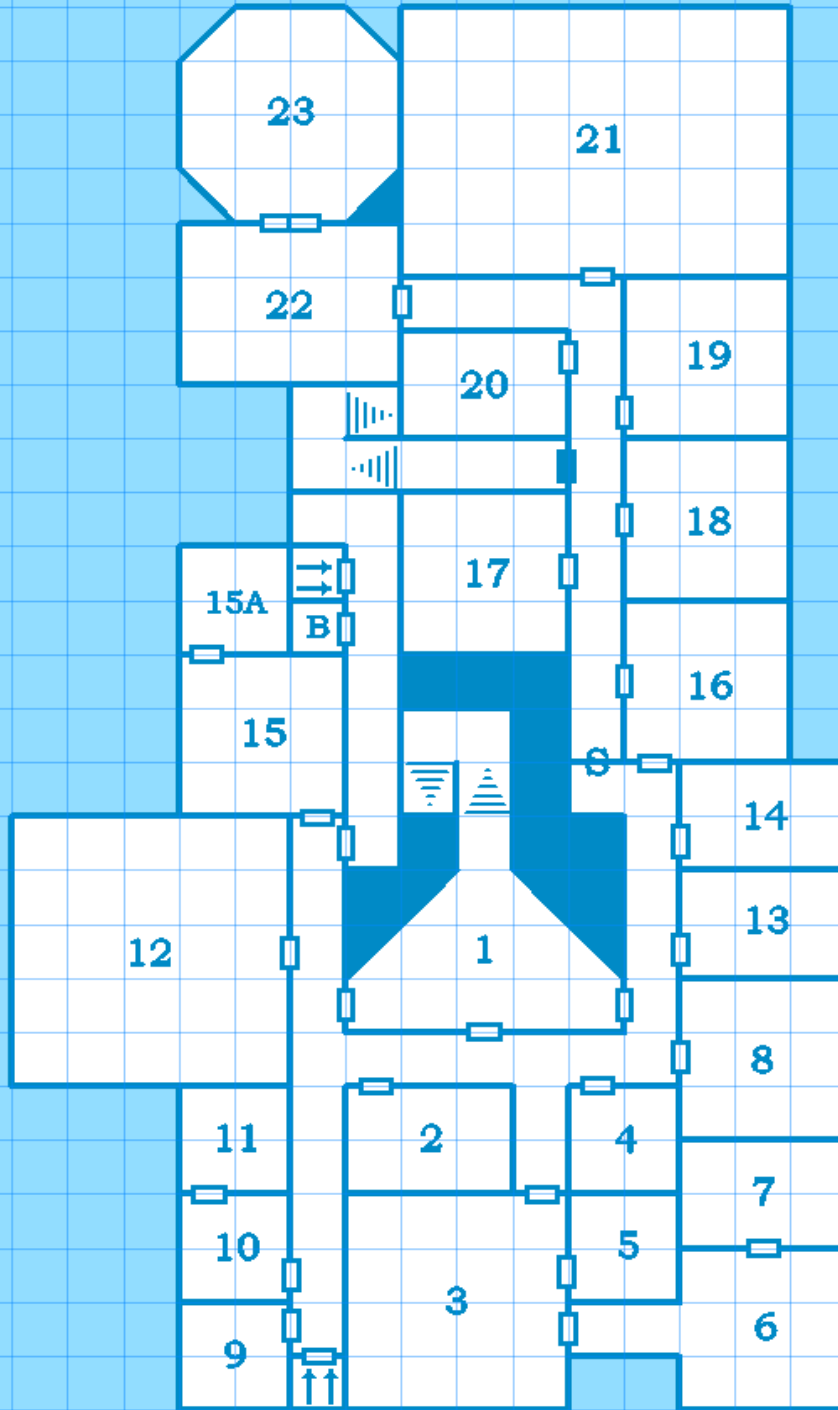
CON: 18 (+4) DEX: 18 (+4) CHA: 8 (–1)

CR: 10 EXP: 5,900



THE FOLIO

□ Door
S Secret Door



THE FOLIO

Mini-Module



CURSE OF ROSLOF KEEP CAMPAIGN

Reap the Whirlwind

Mini-Adventure CRK 2.5

by Scott Taylor

A deadly snow has fallen over the Kasbah, diminishing all sound, and the tinge of vile magic is palpable in the air. Outside the Ivory Scimitar's loft, guards meant to protect them after the Night of Skills lie in the white powder, dead eyes staring skyward. What evil stalks the streets is unknown, but if they wait within their home, or go outside, it is certain to come knocking. Now is the time for action, and the members of this bold company must take steps to discover the true face of their attackers so that they can begin the endgame to stop it once and for all!

Reap the Whirlwind is a companion adventure made to go along with the events unfolding after Folio #21, but focused on the surface world and not the Kasbah Dungeon. It is designed for 1E & 5E mechanics and is for characters levels 11-13 and has everything the dungeon master needs to run an effective high level mini-adventure within a city setting.

Mini-Adventure CRK2.5

Reap The Whirlwind

Characters Levels 11–13

As the full campaign with the Curse of Roslof Keep stretches out, it should continue to be made clear that this is a ‘winter setting’. This particular adventure will take place above ground, outside the dungeon, and revolves around yet another plot to inhibit the Company of the Ivory Scimitar from doing what needs doing within the Kasbah Dungeon. It is obviously an ‘aside’, and there is nothing in particular about this adventure that ‘has’ to be run, but if the players are sick of the ‘dungeon crawl’ and are looking to expand on interactions or relationships they have created outside the dungeon, then this is a great little adventure to add to the overall feel of the campaign, so take it as such.

1. Primary Purpose: Provide the characters with another option to further their relationships outside the Kasbah Dungeon.
2. Secondary Purpose: Secure experience if the party is having trouble with creatures within the Kasbah Dungeon.
3. Time for Running: This module will typically be run during the events of Folio #21 as an aside, allowing the characters to continue to build up alliances outside the Kasbah Dungeon.

Rules of Moving Inside the Kasbah

Remember, the Kasbah is a place where the characters are to be treated as unsafe foreigners, and although they have permission to move about their current district, they are not allowed to enter into any others inside the main wall of the Kasbah itself. This can be problematic throughout the various adventures on the surface, but for the practical purposes of this adventure, all activity will take place within ‘legal’ sites.

Telling the Story

This is a snow adventure, and as such, the characters should ‘feel’ the chill of everything that happens within. Be sure to make them aware of how cold they are upon cold-based attacks, by speaking about their breath, or even by giving them negatives to attack if they become too cold from either monster attacks of just to add a bit of ‘flair’ to the adventure, hoping the players will find ways around the negative effects or even having them be more zealous to stop the events or visit the homes of friends to find warmth within the Kasbah. All these are great little pieces of story threads to be utilized.

1. Strange Snow Falls on the Kasbah

As the characters enjoy a tranquil evening at home, strange snow begins to fall. Marked with large flakes, the snow lasts all night and into the next day as the temperature drops to near freezing. A blanket of some two feet thick covers the entire Kasbah, and the population seems uneasy as businesses close, including the shops of the bazaar below the Ivory Scimitar’s apartments.

Here, the characters might wish to investigate or even get into a snowball fight amid the closed stalls of the Under-Bazaar. You should allow for a little bit of fun before the true action begins. Characters with high Dexterity will be at advantage during a snowball fight, and you might even break the players into ‘teams’, keeping score of successful ‘hits’. This is a great way to have some fun with the characters, pitting them against one another, settling old rivalries, and perhaps utilizing cantrips to have fun with it all. There might even be a snowman building contest, and if you are an ambitious DM, you could have members of other adventuring companies (that are friends or enemies) participate. In all, this is a simple section with which the characters can blow off some steam before the real combat bits of this mini-adventure begin.

2. Commotion in the ‘Under-Bazaar’

[Whether the characters have gone into the streets or not, there will soon be a commotion in the Under-Bazaar as screams of terror begin.]

Screams suddenly cut the tranquility of the snowy day, and the sound of plodding feet, grunts and growls, and dark speech curses echo through the bazaar.

Investigation will reveal a half-dozen frost ogres [Folio of Fiendish Monsters] have appeared within the market and now stalk through the stalls, killing anything they can get their claws on. There might even be a few who are collecting women (if they can catch some), utilizing their charm ability.

[8] Frost Ogres [AC 2, HD 10+10, HP 60, #AT 2, D 2–16 (Claw), White Out, Charming Countenance. EXP 2,840]

TREASURE

None

[8] Ogre: Frost [AC 18, HD 10d12+50, HP 110, Initiative +3, #AT 2, Hit +11, Dam Claw 10 (1d10+5), Multiattack, White Out (If reduced to half hit points, AC goes to 15 and add an attack and +2 hit and damage.), Charming Countenance [Recharge 6] (DC 16 Wisdom save or be under the effects of a Charm spell)]

STR: 20 (+5) INT: 11 (–) WIS: 11 (–)

CON: 20 (+5) DEX: 13 (+1) CHA: 17 (+3)

CR: 8 EXP: 3,900 Type: Large Humanoid

Note:

During this fight, the characters might notice a strange shadow in the swirling snowstorm above. A successful Wisdom roll [DC 15 Perception] will reveal the shadow to have the form of a great winged creature, and a palpable sense of fear washes over all below. However, no attack is forthcoming.

3. The White Sorceress

As the frost ogres are cleared, the remaining monsters begin to fall back toward East Serpent. As they get to the main avenue, the storm intensifies, and atop one of the buildings, some two-hundred feet from where the party emerges onto the street, a woman in white furs stands. She will wrest power from the storm and summons a half-dozen more of the terrible frost ogres.

Once the fight begins to turn against her (assuming it does!) or she takes a direct hit and is damaged, she will retreat over the rooftops toward the Shrine of the Water Blessing.

Winter Witch [AC 5, HD 10, HP 50, #AT 1, D 1-4 (Dagger), Frost Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 8d6 ice missiles) or in healing (8d6 ice regeneration) or summoning (up to 8d6 in the undead) per turn. This power can be broken up between any of the three options in a single turn.), Charm (as spell). EXP 1,780]

TREASURE

White Corset of Protection
(as Ring of Protection) +2

Winter Witch [AC 15, HD 8d8+24, HP 48, Initiative +3, #AT 2, Hit +3, Dam Dagger 4 (1d4+2), Frost Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 8d6 ice missiles) or in healing (8d6 ice regeneration) or summoning (up to 8d6 in the undead) per turn. This power can be broken up between any of the three options in a single turn.), Charm (The witch can utilize a powerful Charm ability (as spell) to win male servants to her side. This effect fades immediately if the witch attacks any of the charmed individual's allies.)]

STR: 15 (+2) INT: 18 (+4) WIS: 18 (+4)

CON: 16 (+3) DEX: 15 (+2) CHA: 20 (+5)

CR: 5 EXP: 1,800 Type: Medium Humanoid

4.

Flight to the Shrine of the Water Blessing

The shrine is fully frozen, the reverse waterfalls on the outside all glimmering ice, as are the pools in the front.

The doors have a Wall of Ice over them, and the only way in would seem to be the hole in the roof (if the characters wish to climb or fly); otherwise, they must take down the Ice Wall (80 Hit Points of damage, or half that with fire or heat) and enter. Within, the White Sorceress awaits, having frozen every surface with slick ice, making travel nearly impossible (movement is ½ normal). She hopes to exchange magical blasts with the spellcasters (she will be 80 feet away from the entrance), weakening the party before she does another summoning (more frost ogres). As the characters move through the shrine, they will encounter frozen patrons and priests, all frozen solid in blocks of ice as though from above (her white dragon lover poked his head through the top of the shrine and breathed into the interior, killing almost everyone.) If she is pressed (as we assume she will be) or dropped to ¼ hit points, she will turn into mist and swirl out of the top of the shrine to meet up with her dragon partner.

Frost Ogre [AC 2, HD 10+10, HP 60, #AT 2, D 2-16 (Claw), White Out, Charming Countenance. EXP 2,840]

TREASURE

None

Ogre: Frost [AC 18, HD 10d12+50, HP 110, Initiative +3, #AT 2, Hit +11, Dam Claw 10 (1d10+5), Multiattack, White Out (If reduced to half hit points, AC goes to 15 and add an attack and +2 hit and damage.), Charming Countenance [Recharge 6] (DC 16 Wisdom save or be under the effects of a Charm spell)]

STR: 20 (+5) INT: 11 (-) WIS: 11 (-)

CON: 20 (+5) DEX: 13 (+1) CHA: 17 (+3)

CR: 8 EXP: 3,900 Type: Large Humanoid

5. The Frozen Dead Walk the Streets

Leaving the shrine, the streets remain frozen, and to the north, a bloom of a winter storm swirls as though concentrated on a street.

After clearing the White Sorceress from the shrine, the characters will then move back out into the streets, assuming to searching for the dragon (as evidenced by the breath inside or the White Sorceress might mention her 'lover' during the fight).

It is at the crossroads that they will encounter the first for the frozen dead, higher-level ice skeletons from the Folio of Fiendish Monsters.

8 Frost Skeletons [AC 3, HD 6, HP 50, #AT 2, D (1-6) (Claw), Shard Explosion (once reduced to zero hit points, the skeleton explodes for 2-8 points of damage), ½ damage from slashing and ¼ damage from piercing. EXP: 420 each]

TREASURE

None

8 Frost Skeletons [AC 16, HD 6d10+6, HP 36, Initiative +2, #AT 2, Hit +3, Dam Claw 5 (1d6+2), Multiattack (2 Claws), Vulnerability: Fire & Bludgeoning, Damage Resistance (½ damage from slashing and piercing weapons), Shard Explosion (when reduced to zero hit points, it explodes with necrotic 4 (1d8) and frost 4 (1d8) in a 10' area)]

STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 12 (+1) DEX: 13 (+1) CHA: 6 (-2)

CR: 1 EXP: 200 Type: Medium Undead

6. Half-giant Battle Clan Fight

The din of shattering skeletons abates as the stormy blow begins to pass over you on the street, several large shapes looming within.

As the party clears out the dead, they will be set upon by bow- and axe-wielding 'half-giants' that draw their line from frost giants. This battle is intended to force the characters back toward the Subtle Blade Armory where they can gain the blessing of the forge. To do so, the giants will fire huge arrows at the spellcasters, and the proprietor of the Subtle Blade will call to the characters, hoping to assist them.

The half-giants only get a single attack with an axe, doing 1-12 [9 (1d12+3)] damage with said weapon.

9 Half-Frost Giants [AC 4, HD 8+8, HP 54, #AT 2, D (2-8) (Arrow). EXP: 996]

TREASURE

They have 200 gold in various pouches among them

9 Half-Frost Giants [AC 17, HD 10d8+20, HP 65, Initiative +2, #AT 2, Hit +5, Dam Huge Arrow 12 (2d8+3), Stealth +6, Multiattack (2 Arrow), Brute (melee weapons deal one extra die)]

STR: 17 (+3) INT: 11 (-) WIS: 12 (+1)

CON: 14 (+2) DEX: 14 (+2) CHA: 11 (-)

CR: 3 EXP: 700 Type: Medium Humanoid

7. Fall Back to the Subtle Blade Armory

(Gain the 'Blessing of the Forge, for Fire Blades')

You make your way inside the heavy walls of the Subtle Blade, men with dire expressions have gathered here, staying by the heat of the forge while holding various borrowed or improvised weapons.

Within, the forge will be heavily fortified with local men, but the proprietor will usher the characters back to his forge. There, one of his assistants, a fire genasi, will help imbue the characters' items with a fire rune, turning them into flame brands for 24 hours. It is also here that they can get healing from one of the water priests that fled the shrine.

8. Blizzard (White Out)

The snow blows with renewed vigor, but the blast is so great it at least limits the use of missile weapons.

Once outside, the characters will find that the blizzard has intensified, and after a last fight with the remaining half-giants, they will be set upon by the white dragon for an epic battle within the streets.

9.

The White Dragon!

The final giant provides a last yell of defeat into the gale winds, and that cry is answered by one even more terrible, a wave of fear falling as the storm dies slightly with the appearance of a titanic white dragon.

This should be a fairly epic fight, with increased statistics for the AD&D version of the dragon (as it has been empowered by the summoning that brought the cold in the first place). It is during this battle that the White Sorceress will again show herself, throwing magical damaging spells against the party to assist the dragon. Once the dragon is dead (or she is dead), the storm will die out to a certain degree, and the surviving enemy will take stock.

Titanic White Dragon [AC 2, HD 15, HP 103, #AT 3, D 1-8/1-8/2-20 (2 Claw/1 Bite), Ice Breath (90-foot cone, as current hit points for damage, ½ if saving throw is made), Fear (as magic-user spell). EXP: 7,940]

TREASURE

None

Titanic White Dragon [AC 21, HD 22d20+154, HP 385, Initiative +6, #AT 3*, Hit +15, Dam Claw 22 (4d6+8) Bite 19 (2d10+8), Multiattack (2 Claw/1 Bite), Ice Breath [Recharge 5-6] (90-foot cone that does 77 (22d6), DC 22 Constitution for half), *Frightful Presence (DC 19 Wisdom or become frightened (may use this attack each round)]

STR: 27 (+8) INT: 20 (+5) WIS: 17 (+3)

CON: 25 (+7) DEX: 12 (+1) CHA: 19 (+4)

CR: 22 EXP: 30,000 Type: Gargantuan Dragon

10. The White Witch Retreats

(but provides a clue as to her benefactor)

The dragon falls, the storm abating and the streets trembling under its extreme impact when it finally settles to the earth.

Once either the dragon or the White Sorceress is dead, the surviving enemy will stop fighting, booming a warning to all that they were deceived by 'the sorcerers' and that the enemy is too strong. At that point they will retreat, taking the storm with them.

Endgame

After defeating the menace, the characters will find various small items and foodstuffs on their doorstep as the people of the Kasbah pay tribute to their service. They will also receive a 10% discount on goods in the Kasbah.

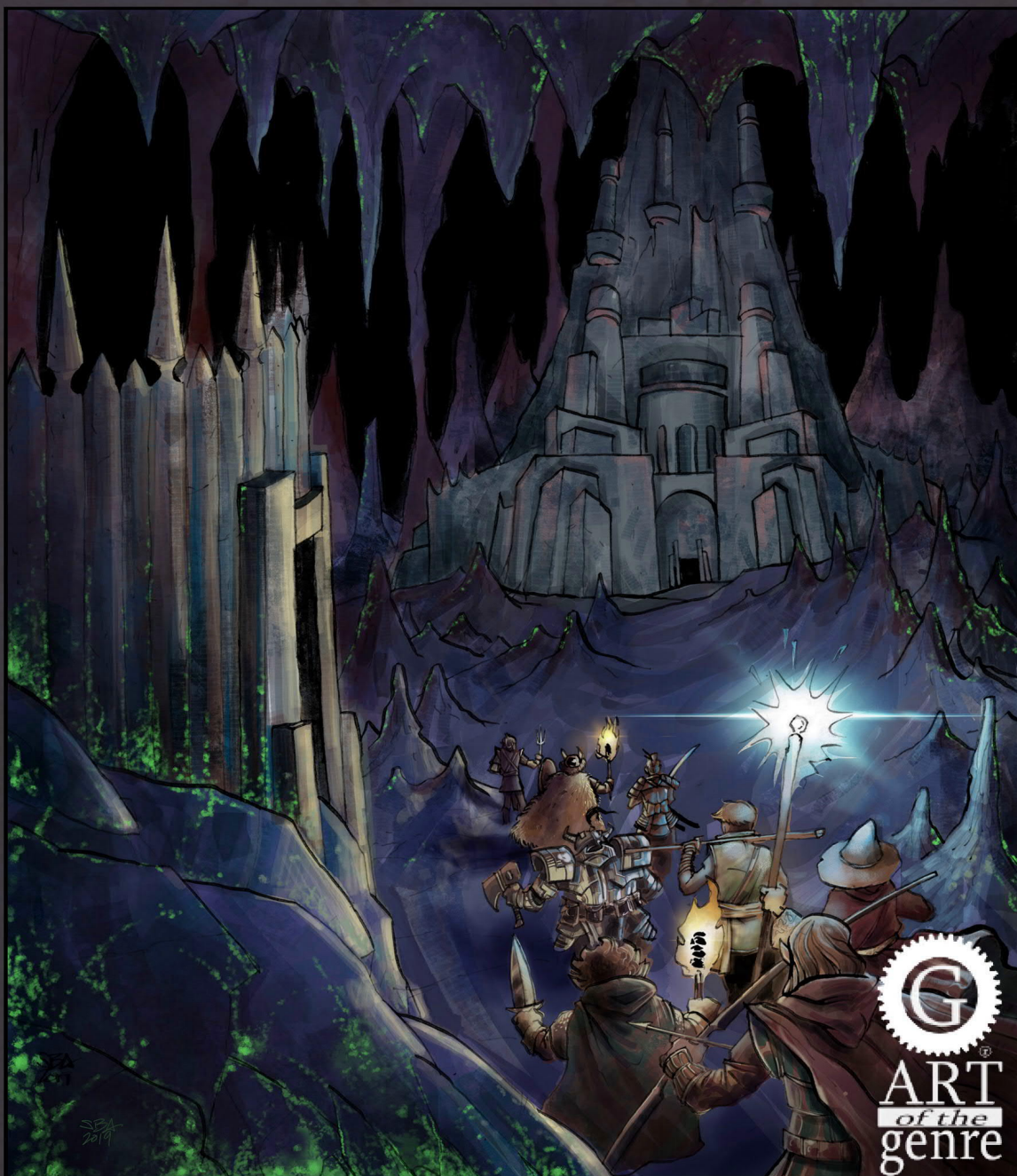


THE FOLIO

Folio Module CRK3

The Depths of Roslof Keep

An adventure for 5–8 characters, levels 12–14



The Depths of Roslof Keep
by Scott Taylor

The Depths of Roslof Keep

An adventure in both 1E and 5E formats for
5–8 characters, levels 12–14

Chamber of the Three Doors

Level 4 of the Kasbah Dungeon revolves around a single chamber, a roughly thirty-by-thirty square with stairs at the north and a door on each of the remaining three walls. Each door glows slightly with a mystical aura. Once characters have moved into the chamber, they can attempt to open any door, and once a member of the party touches a door, the entire banner company instantly teleports into the environment that hosts the particular section of the Level 4 dungeon. Once each dungeon section has been defeated, the group will be returned to the Chamber of Three Doors where a stair leading downward will have appeared in the center of the chamber.

It is up to the DM which door leads to which zone, so once you've selected a destination point from a door, please keep a note of it.

The Climate Zones

Destination Zone 1 (Ice)

The first zone is a remote glacier. The characters will be deposited on the glacial 'roof' and have to find their way to the first dungeon zone. Any character with a tracking ability can begin to try to work out a probable location. To determine how long it takes the characters to find the dungeon, the DM can roll 2d4 and then subtract 2 from the number for each ranger in the party, and 1 for any barbarian or druid. If a character can make some argument that they should also get a bonus to the roll, you may use your discretion.

There is a minimum of a single day the characters must search, and each day the DM should make four random encounter rolls, plus one weather event roll. I have detailed two random encounters below, but feel free to expand on that list as you like if need be.

Random Encounters (1 in 6)

1d8 Frost Demons [AC -2, HD 10+10, HP 62, #AT 2, D (2–16) (Claws), Frost Aura (anyone attacking the demon with melee will take 3–12 points of necrotic/cold damage) (EXP: 1,980)]

TREASURE
200 ril crystals

1d8 Frost Demons [AC 22, HD 10d12+40, HP 100, Initiative +3, #AT 2, Hit +8, Dam Claw 10 (1d10+5), Multiattack (2 Claws), Frost Aura (any melee attacks made against this creature cause 6 (3d4) necrotic/cold damage to the attacker)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (–)
CON: 18 (+4) DEX: 15 (+2) CHA: 8 (–1)
CR: 5 EXP: 1,800 Type: Medium Fiend

1 Giant Remorhaz [AC 0 [2 for the head], HD 14, HP 84, #AT 1, D 6–36 (Bite), Swallow Prey (on a Nat 20 roll, can swallow and instantly kill human-sized prey), Heat Aura (anyone attacking the remorhaz's back (AC 0) with a nonmagical weapon will lose that weapon due to heat, and anyone touching the remorhaz will take 10–100 point of heat damage) (EXP: 4,512)]

TREASURE
200 ril crystals

1 Greater Remorhaz [AC 17, HD 17d12+85, HP 195, Initiative +5, #AT 1, Hit +11, Dam Bite 40 (6d10+7) + fire 10 (3d6), Heated Body (any melee attacks or even being within 5' of the creature causes 10 (3d6) heat damage), Swallow (Any creature hit by the bite is grappled (DC 17 Escape) and if hit again is swallowed, taking 21 (6d6) damage from the interior heat)]

STR: 24 (+7) INT: 4 (–3) WIS: 10 (–)
CON: 21 (+5) DEX: 13 (+1) CHA: 5 (–3)
CR: 11 EXP: 7,200 Type: Huge Monstrosity

Random Weather (1 in 4)

Once a weather event is determined, roll a d4 to see which event below takes place.

Blistering Cold

All characters without cold-weather gear, or with minimal elemental protection (5 points), will begin taking 1 Constitution point of damage per hour they are exposed to this weather.

White Out

Nil visibility from blowing snow, all attacks utilizing sight are made at -2.

Avalanche!

A bone-crushing avalanche slides toward the characters. Saves versus paralyzation must be made at -2 [DC 18 Dexterity] or take 3–18 points of bludgeoning damage per round you are in the slide (1d8 rounds if saving throw is failed).

Heavy Snow

Progress is slowed by extremely heavy snowfall, adding 1d2 days to the total to find the dungeon.

Destination Zone 2 (DelvingDark)

The party is deposited in a fungal forest, deep within the confines of a giant underground vault. The ceiling of the vault glows with soft violet light, bathing everything in a gentle twilight. The fungi stand taller than most trees, and the forest floor beneath is a spongy and wet thicket. Trails twist between the stalks, and pocket vaults connect to each other in a great maze. There are dark fortresses carved of stone that rise above the forests and keep watch on the areas below (a great place to have side adventures or launch drow or other slaving race raiding parties), but for the most part, the party will avoid such bastions as they search for the entrance stair to their objective, the Kasbah Dungeon section of this zone. The characters will once again be able to employ the same 2d4 day system as above, taking into account any special class modifications. As before, random encounters and weather will come into play on the journey towards the dungeon entrance.

Random Encounters (1 in 6)

1d6 Stone Giants [AC 0, HD 9+(1–3), HP 56, #AT 1, D 3–18 (Club), Hurl Rocks (3–30 points of damage)] (EXP: 2,106)]

TREASURE
200 ril crystals

1d6 Stone Giants [AC 17, HD 11d12+55, HP 126, Initiative +3, #AT 2, Hit +9, Dam Club 19 (3d8+6), Multiattack (2 Clubs), Rock (28 (4d10+6) hurled rock damage + DC 17 Strength or be knocked down)]

STR: 23 (+6) INT: 10 (–) WIS: 12 (+1)
CON: 20 (+5) DEX: 15 (+2) CHA: 9 (–1)
CR: 7 EXP: 2,900 Type: Huge Giant

1 Purple Worm [AC 6, HD 15, HP 90, #AT 1, D 2–24 (Bite), Engulf (any bite attack that is over 20% of the needed 'to hit' will swallow a target, doing 2–8 points of damage each turn the creature is within the worm) (EXP: 5,450)]

TREASURE
200 ril crystals

1 Purple Worm [AC 18, HD 15d20+90, HP 247, Initiative +3, #AT 2, Hit +9, Dam Bite 22 (3d8+9), Tail Stinger 19 (3d6+9), Multiattack (1 Bite/1 Tail Stinger), Engulf (any creature attacked with a bite must make a successful DC 19 Dexterity or be swallowed, taking 21 (6d6) acid damage each turn), Poison (anyone struck by the tail stinger must make a DC 19 Constitution saving throw or take 42 (12d6) poison damage (half on a successful save!))
STR: 28 (+9) INT: 1 (-5) WIS: 8 (-1)
CON: 22 (+6) DEX: 7 (-2) CHA: 4 (-3)
CR: 15 EXP: 13,000 Type: Gargantuan Monstrosity

Random Weather (1 in 4)

Once a weather event is determined, roll a d4 to see which of the below takes place.

Necrotic Storm

All characters without some form of protective gear will begin taking 5 hit points per round while in the heaviest part of the storm. (This damage will last 2d10 rounds.)

Volcanic Heat Wave

All characters without access to consistent water or with minimal elemental protection (5 points heat) will begin taking 1 Constitution point of damage per hour they are exposed to this weather.

Sinking Sand

Shifting sands among the floor coverings of caverns can sometimes lead to even greater depths. Roll 1d4 to determine how many party members are caught in the sand, and then have them roll a saving throw versus paralyzation [DC 15 Dexterity] or be drawn under the slide, either suffocating or being dropped into a lower vault.

Fungal Saturation

Clouds of dangerous fungal spores drift through the forests of the lower caverns, and anyone being caught in such a cloud must make a saving throw versus poison [DC 14 Constitution] each round they are within it (roll 2d4 for rounds of exposure). If the saving throw is failed, the character will take 3–12 points of damage to their lungs per round they are within the cloud.

Destination Zone 3 (Water)

A thunderhead booms above as the characters are deposited on a coral-cruled atoll. Rough seas wash around the stretch of rocky island, and they can begin to search amid the storm. Utilize the same system as with the previous two zones, but instead of days, replace the 2d4 with an hour timetable, adjusting the character class subtractions to hours as well. This will, of course, be the shortest amount of time the characters will be searching, but it will also prove to be the most dangerous. Random encounters will be rolled for each hour spent on the reef, and weather will be rolled for each two-hour period.

Random encounters (2 in 6)

1 Kraken [AC 2, HD 18, HP 108, #AT 4, D 2–16 (Tentacles), Fling (can throw a target up to 60 feet after a successful tentacle attack, doing an additional 1–4 damage per 10 feet), Lightning Storm (also gets 3 lightning bolt attacks doing 4–24 points per bolt (save vs. magic for ½)) (EXP: 9,250)]

TREASURE
1,000 ril crystals

1 Kraken [AC 18, HD 27d20+189, HP 427, Initiative +4, #AT 3, Hit +18, Dam Tentacle 20 (3d6+10), Multiattack (3 Tentacles), Grapple (anyone struck by a tentacle is grappled at DC 18 Escape), Fling (once grappled, the kraken may replace a tentacle attack with a fling, throwing a target up to 60 feet and taking 3 (1d6) per 10 feet thrown), Lightning Storm (the kraken creates a lightning storm that it controls, hurling 3 bolts up to 120 feet and doing 22 (4d10) electrical damage [DC 23 Dexterity for ½])]
STR: 30 (+10) INT: 22 (+6) WIS: 18 (+4)
CON: 25 (+7) DEX: 11 (-) CHA: 20 (+5)
CR: 23 EXP: 50,000 Type: Gargantuan Monstrosity

1d6 Epic Crabs [AC 0, HD 10, HP 52, #AT 2, D 2–16 (Claws)] (EXP: 1,280)]

TREASURE
200 ril crystals

1d6 Epic Crabs [AC 20, HD 10d12+40, HP 100, Initiative +2, #AT 2, Hit +8, Dam Claw 10 (1d10+5), Multiattack (2 Claws)]
STR: 20 (+5) INT: 12 (+1) WIS: 11 (-)
CON: 18 (+4) DEX: 15 (+2) CHA: 8 (-1)
CR: 4 EXP: 1,100 Type: Huge Monstrosity

Random Weather (1 in 4)

Once a weather event is determined, roll a d4 to see which of the below takes place.

Tsunami!

A bone-crushing wave, some 15' high, will roll over the characters. Saves versus paralyzation must be made at -2 [DC 18 Dexterity] or take 3–18 points of bludgeoning damage per round you are in the wave (1d8 rounds within the wave if saving throw is failed).

Brutal Deluge

Nil visibility from driving rain and blowing surf, all attacks utilizing sight are made at -2, and missile weapon attacks have a 50% miss chance.

High Winds

The buffeting winds are part of a larger gale, making movement difficult, adding 1d4 hours to your overall time, and making missile attacks impossible.

Salty Hail

Large pieces of ice and salt spray pepper the characters, causing 2d4 damage for 1d10 rounds.

DM Suggestion

As you will note, there are ways within the other dungeons to sometimes avoid dealing with the climate zones and to go directly to the other dungeons. As the DM, you may choose to make these available as you like, depending on the time you wish to invest in the frustration level of the players. You might do a single zone (required) and then let them avoid the other two, completely up to you.

Ril Crystal Cost

All doors in each of the dungeon sections require 400 ril crystals to pass through.

The Amber Door

There is a single Amber Door within this adventure, located in Level 1 of the Great Hall Dungeon, Room 5. What lies behind this door will be covered in a later mini-adventure in the series.

The Keep of Winter's Clutch

Rising from the frozen plain, a single white-stone fortress cuts through the prevailing winds. Sharp angles and a lofty central spire give the place a hard and cutting appearance as a single set of bronze double doors sets itself against the drifts that cling to the exterior stone...

1. Main Pillar Entry

Four great pillars of green jade frame this dark-stone chamber. A single bronze door stands in the southern wall, and mosaic tiles in the floor provide a swirling pattern of green and black.

This entry is empty, but the temperature is much warmer than the exterior, allowing players to warm themselves to a relatively comfortable level before journeying farther into the interior.

2. Chamber of Crystal Walls

The mirrored surface of this chamber reflects in crystal magnificence on every surface, making multiple versions of everyone in the room that go on into infinity.

The temperature falls here, hovering just above freezing and keeping the characters' breath a light mist. This room is made to disorient anyone entering it, and hopefully keeping them that way as they move into Room 3. All those moving through the room must make a successful saving throw versus Magic **[DC 18 Wisdom]** or be at -2 on all attack rolls for the duration of their stay in any mirrored chamber.

3. Mirrored Octagon

The crystalline walls, ceilings, and floors continue as the feeling of infinite space is almost overwhelming within the octagonal walls of this chamber.

Anyone entering this room must make the same saving throw as Room 2, and those failing will be under the same negatives.

There are four doors in this room, but they are disguised amid the mirrors. Anyone who has failed their saving throw in Room 2 cannot attempt to find the doors, but anyone who made it gets a standard Search check (1 in 6) to discover one **[DC 18 Perception]**. This room also allows the DM to fully maneuver the party in any direction which you choose, probably steering the party away from the final boss in Room 11, and dumping them into the frosty areas to the east and south.

4. Ice Elemental Chamber

Polished crystal walls begin to frost, and icicles form on the ceiling, giving the chamber the appearance of a frozen cave.

Ice elementals are within this chamber, but there is also a frosty air elemental that will 'blow' past the party and enter Room 3 unbeknownst to the characters. It will not attack, instead waiting until the characters return to the chamber and become disoriented, and then attack upon their return. For stats, utilize the same as an ice elemental, with the slam attacks not being spiked.

There is also a nasty ice elemental in the room, and once the party has moved within, it will drop from the ceiling on the spell casters, slamming away with its icy fists.

1 Ice Elemental [AC 2, HD 16+16, HP 128, #AT 2, D 4-32 (Spiked Slams), +1 or better weapon to hit, Frost Aura (any melee attack against it suffers 2-8 frost damage), Vulnerability to heat (x2 damage on all heat-based attack against it) (EXP: 7,810)]

TREASURE
400 ril crystals

1 Ice Elemental [AC 17, HD 16d10+80, HP 160, Initiative +3, #AT 2, Hit +8, Dam Spiked Slam 11 (1d12+5), Multiattack (2 Spiked Slams), Frost Aura (any melee attacks must make a DC 18 Dexterity or take 6 (2d6) frost damage), Damage Resistance (all nonmagical weapons), Damage Vulnerability (heat)]

STR: 20 (+5) INT: 8 (-1) WIS: 10 (-)
CON: 20 (+5) DEX: 8 (-1) CHA: 5 (-3)
CR: 6 EXP: 2,300 Type: Large Elemental

5. Snow Queen

Luxuriant white furs and a firepit surrounded by skulls dominate this oddly shaped chamber. Within the furs, a dark-haired woman reclines, her blue-tinted lips curled in a wicked smile.

The chamber is home to a winter witch (Fiendish Folio), and although she doesn't hold great power, she does control 3 elementals (2 ice and 1 frosty air) that she will use to deflect characters' direct attacks on her person.

Winter Witch [AC 5, HD 10, HP 50, #AT 1, D 1-4 (Dagger), Frost Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 8d6 ice missiles) or in healing (8d6 ice regeneration) or summoning (up to 8d6 in the undead) per turn. This power can be broken up between any of the three options in a single turn. Charm (The witch can utilize a powerful Charm ability (as spell) to win male servants to her side. This effect fades immediately if the witch attacks any of the charmed individual's allies.) (EXP 1,780)]

TREASURE
700 ril crystals, and she carries a Ring of Protection +2

Winter Witch [AC 15, HD 8d8+24, HP 48, Initiative +3, #AT 2, Hit +3, Dam Dagger 4 (1d4+2), Frost Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 8d6 ice missiles) or in healing (8d6 ice regeneration) or summoning (up to 8d6 in the undead) per turn. This power can be broken up between any of the three options in a single turn. Charm (The witch can utilize a powerful Charm ability (as spell) to win male servants to her side. This effect fades immediately if the witch attacks any of the charmed individual's allies.)]

STR: 15 (+2) INT: 18 (+4) WIS: 18 (+4)
CON: 16 (+3) DEX: 15 (+2) CHA: 20 (+5)
CR: 5 EXP: 1,800 Type: Medium Humanoid

2 Ice Elemental [AC 2, HD 16+16, HP 128, #AT 2, D 4-32 (Spiked Slams), +1 or better weapon to hit, Frost Aura (any melee attack against it suffers 2-8 frost damage), Vulnerability to heat (x2 damage on all heat-based attack against it) (EXP: 7,810)]

TREASURE
400 ril crystals

2 Ice Elemental [AC 17, HD 16d10+80, HP 160, Initiative +3, #AT 2, Hit +8, Dam Spiked Slam 11 (1d12+5), Multiattack (2 Spiked Slams), Frost Aura (any melee attacks must make a DC 18 Dexterity or take 6 (2d6) frost damage), Damage Resistance (all nonmagical weapons), Damage Vulnerability (heat)]

STR: 20 (+5) INT: 8 (-1) WIS: 10 (-)
CON: 20 (+5) DEX: 8 (-1) CHA: 5 (-3)
CR: 6 EXP: 2,300 Type: Large Elemental

1 Frosty Air Elemental [AC 2, HD 16+16, HP 128, #AT 2, D 4-32 (Slams), +1 or better weapon to hit, Frost Aura (any melee attack against it suffers 2-8 frost damage), Vulnerability to heat (x2 damage on all heat-based attack against it) (EXP: 7,810)]

TREASURE
400 ril crystals

1 Frosty Air Elemental [AC 17, HD 16d10+80, HP 160, Initiative +3, #AT 2, Hit +8, Dam Spiked Slam 11 (1d12+5), Multiattack (2 Slams), Frost Aura (any melee attacks must make a DC 18 Dexterity or take 6 (2d6) frost damage), Damage Resistance (all nonmagical weapons), Damage Vulnerability (heat)]

STR: 20 (+5) INT: 8 (-1) WIS: 10 (-)
CON: 20 (+5) DEX: 8 (-1) CHA: 5 (-3)
CR: 6 EXP: 2,300 Type: Large Elemental

6. Yeti Haunt

The crystal door gives way to another blast of cold air and swirling snow whipping down a slight cave-like hall that leads to a white chamber beyond.

There are five greater yeti lurking in this snow cave (think Hoth!) and they will try to surround the party, blocking the hall where the entry is.

5 Greater Yeti [AC 6, HD 10, HP 60, #AT 2, D 2-16 (Claws), Impervious to Cold, Rend (if both claw attacks hit, the yeti will automatically rend the victim for an additional 3-36 damage) (EXP: 2,190)]

TREASURE
300 ril crystals

5 Greater Yeti [AC 12, HD 10d10+40, HP 90, Initiative +3, #AT 3, Hit +6, Dam Claw 8 (1d6+5), Multiattack (2 Claws/1 Gaze), Chilling Gaze (DC 13 Constitution save vs. 1 target in 30' or take 10 (3d6) cold damage and be paralyzed for 1 minute)]

STR: 20 (+5) INT: 8 (-1) WIS: 12 (+1)
CON: 18 (+4) DEX: 13 (+1) CHA: 7 (-2)
CR: 5 EXP: 1,800 Type: Large Monstrosity

Secret Door

A secret door is in the entry hall wall [DC 18 Perception]. Beyond it, a second secret door with the same chance of discovering as above leads to Room 7.

7. Hall of Frozen Treasures

A small ice wall gives way from a snowbound hall until a great pile of gold and silver lies in a frozen room beyond. Several magical blades, a staff, and a jade coffer lie amid the pile.

This oddly-shaped chamber holds three magical swords (long, bastard, and short) which are all +2, a Staff of Striking (randomly determined charges), and a jade coffer with 7 Potions of Extra-Healing [Greater Healing] in it. There are also 3,200 gold pieces and 7,000 silver pieces.

8. Teleport Chamber

The walls of this room are painted with scenes of the ocean and shoreline, and two giant shimmering discs hang in the air, one that you've just stepped through.

This chamber can have a two-fold effect, either teleporting the party back to the Chamber of Three Doors or on to the front entry of any of the other three dungeon sections. You could even have the players roll percentile dice, giving them a percentage chance of going back to the Chamber of Three Doors, or forward to a random dungeon section. Up to you as the DM.

9. Ice Elemental Chamber

The crystal walls, ceiling, and floor are frosted with ice here, making it hard to maneuver as the temperature drops until your breath comes out in plumes of white mist.

Two ice elementals lurk within this chamber, and a single frosty air elemental likes to hang in the hall that connects this room to Room 4.

2 Ice Elemental [AC 2, HD 16+16, HP 128, #AT 2, D 4-32 (Spiked Slams), +1 or better weapon to hit, Frost Aura (any melee attack against it suffers 2-8 frost damage), Vulnerability to heat (x2 damage on all heat-based attack against it) (EXP: 7,810)]

TREASURE
400 ril crystals

2 Ice Elemental [AC 17, HD 16d10+80, HP 160, Initiative +3, #AT 2, Hit +8, Dam Spiked Slam 11 (1d12+5), Multiattack (2 Spiked Slams), Frost Aura (any melee attacks must make a DC 18 Dexterity or take 6 (2d6) frost damage), Damage Resistance (all nonmagical weapons), Damage Vulnerability (heat)]

STR: 20 (+5) INT: 8 (-1) WIS: 10 (-)
CON: 20 (+5) DEX: 8 (-1) CHA: 5 (-3)
CR: 6 EXP: 2,300 Type: Large Elemental

1 Frosty Air Elemental [AC 2, HD 16+16, HP 128, #AT 2, D 4-32 (Slams), +1 or better weapon to hit, Frost Aura (any melee attack against it suffers 2-8 frost damage), Vulnerability to heat (x2 damage on all heat-based attack against it) (EXP: 7,810)]

TREASURE
400 ril crystals



1 Frosty Air Elemental [AC 17, HD 16d10+80, HP 160, Initiative +3, #AT 2, Hit +8, Dam Spiked Slam 11 (1d12+5), Multiattack (2 Slams), Frost Aura (any melee attacks must make a DC 18 Dexterity or take 6 (2d6) frost damage), Damage Resistance (all nonmagical weapons), Damage Vulnerability (heat)]

STR: 20 (+5) INT: 8 (-1) WIS: 10 (-)
CON: 20 (+5) DEX: 8 (-1) CHA: 5 (-3)
CR: 6 EXP: 2,300 Type: Large Elemental

10. Domain of the Frost Skeleton Lords

The frozen confines of this chamber are almost blue with dark shadows within, the air being frigid, and the floor having a pattern of dark circles in the ice below.

Once characters enter the room, the dark pattern on the floor will swirl and a single armored skeleton appears.

This is the sub-boss of the dungeon, and the skeleton holds a shimmering talisman around its neck that prevents it from taking any damage other than magical force attacks. To dislodge the talisman, a character must make a called shot attack at -6 to their regular target number and do 10 points of damage.

Once the talisman is dislodged, it shatters, and the skeleton takes normal damage from all attacks.

1 Ice Skeleton Lord [AC -2, HD 12, HP 72, #AT 3, D 2-16 (Blade), Frost Aura (anyone attacking the ice lord with melee will take 3-12 points of frost damage), Ice Explosion (upon reaching zero hit points, the ice lord explodes, causing 3-30 points of damage to anyone in a 10' radius (save vs. magic for ½))] (EXP: 4,002)]

TREASURE
400 ril crystals

1 Ice Skeleton Lord [AC 22, HD 12d12+48, HP 120, Initiative +4, #AT 3, Hit +8, Dam Blade 11 (1d12+5), Multiattack (3 Blade Attacks), Frost Aura (any melee attacks made against this creature cause 6 (3d4) frost to the attacker), Ice Explosion (upon reaching zero hit points, the ice lord explodes, causing 15 (3d10) points of damage to anyone in a 10' radius (DC 18 Dexterity for ½))]

STR: 20 (+5) INT: 10 (-) WIS: 11 (-)
CON: 18 (+4) DEX: 15 (+2) CHA: 6 (-2)
CR: 5 EXP: 1,800 Type: Medium Undead

11. Hall of the Lord of Frost

Six white pillars, each covered in frost and the screaming faces of the dead, rise around a glittering ice dome. At the western edge of the dome, a great white marble throne sits with a skeleton in pale frosted plate armor, his right hand clutching a bone longsword that is edged in blue elven glass.

This is the greater boss of the dungeon, and he will rise to meet any challenge from a party entering the room. The blue elven glass sword absorbs spells up to 25 levels before it shatters into a thousand pieces. If a character manages to kill the boss before the sword is fully filled, they can use it as a standard longsword +3, but when it hits 25 levels of magical energy absorbed, it will still shatter.

1 Lord of Frost [AC -4, HD 16, HP 96, #AT 3, D 2-24 (Blade), Frost Aura (anyone attacking the ice lord with melee will take 3-12 points of frost damage), Icy Regeneration (drawing in the cold around him, the Lord of Frost can regenerate 10 hit points per turn)] (EXP: 4,002)]

TREASURE
1,000 ril crystals

1 Lord of Frost [AC 24, HD 16d12+64, HP 160, Initiative +4, #AT 3, Hit +10, Dam Blade 14 (1d12+8), Multiattack (3 Blade Attacks), Frost Aura (any melee attacks made against this creature cause 6 (3d4) frost to the attacker), Icy Regeneration (drawing in the cold around him, the Lord of Frost can regenerate 10 hit points per turn)]

STR: 20 (+5) INT: 10 (-) WIS: 11 (-)
CON: 18 (+4) DEX: 15 (+2) CHA: 6 (-2)
CR: 7 EXP: 2,900 Type: Medium Undead

11A. Treasure Alcove

Three great chests, each the size of a grown man, are frozen in an icy clutch within a blue/white alcove.

The chests contain only ice and snow, but take up to an hour to break them free of the ice that surrounds them.

11B. Teleport Zone (To Room 8)

Within this icy alcove, a strange man-sized disc of energy hangs in the air as though it is some kind of shimmering circular door.

This area leads to the teleportation chamber in Room 8.

The Globes of the Sea

Lightning flashes around three giant opaque domes and half a dozen smaller domes that sit in the churning surf of the reef. A small land bridge of jagged coral leads to a single door set into the lower quarter of a smaller dome, the handle made out of a giant whale tooth...

1. The Brine Entry

A brine and barnacle-filled octagonal dome opens up before you, and hidden within a dead reef at the southern side is a door made of bleached white coral.

There are no enemies here, and the thirty-foot diameter globe is like all such structures, with half the diameter (15 feet for this sized dome) above the water table and half below. Moving across the coral paths that lead to the far door is difficult and will require a saving throw versus petrification [DC 15 Dexterity] or fall into the water on either side of the path.

2. Globe of Midnight Songs

Saltwater laps at a coral beach as you enter this large dome chamber. Jagged rocks rise from the swirling tides in the center, and thunder can be heard in the 'distance'.

This is the first of three massive domes, each sixty feet across, with thirty feet above and below the surface of the water. Within the chamber, currently submerged, are three reef giants and a storm giant. The reef giants will rise from the dark water to engage the party in melee, while the storm giant will stay across the waves to the east of the dome and throw lightning at the party.

3 Reef Giants [AC 2, HD 12, HP 79, #AT 1, D 6-36 (Trident)] (EXP: 3,414)]

TREASURE
400 ril crystals

3 Reef Giants [AC 14, HD 16d12+96, HP 200, Initiative +3, #AT 2, Hit +12, Dam Trident 21 (3d8+8), Multiattack (2 Tridents)]

STR: 27 (+8) INT: 12 (+1) WIS: 16 (+3)
CON: 22 (+6) DEX: 10 (-) CHA: 12 (+1)
CR: 9 EXP: 5,000 Type: Huge Giant

1 Storm Giant [AC 1, HD 15, HP 97, #AT 1, D 7-42 (Greatsword), Call Lightning (3 Bolts, doing 15-90 points of damage, save vs. magic for ½)] (EXP: 5,940)]

TREASURE
800 ril crystals

1 Storm Giant [AC 16, HD 20d12+100, HP 230, Initiative +5, #AT 2, Hit +14, Dam Greatsword 30 (6d6+9), Multiattack (2 Greatsword), Lightning Strike [Recharge 5-6] (500 range lightning bolt that does 54 (12d8), DC 17 Dexterity for ½)]

STR: 29 (+9) INT: 16 (+3) WIS: 18 (+4)
CON: 20 (+5) DEX: 14 (+2) CHA: 18 (+4)
CR: 13 EXP: 10,000 Type: Huge Giant



3. Globe of Deep Waters

Darkness pervades what can only be seen as some kind of underwater cavern. Lichen, or perhaps some kind of tubeworm, glows crimson in crevices above, and the heat and sulfur smell of volcanic activity come somewhere from deeper in the globe.

The entire effect of this chamber is to provide a sense of the party being within a deep undersea trench, and even the air itself is 'heavy', creating the effect of being underwater for those without the ability to use any kind of 'free movement' magic. For those fighting within the room, all melee attacks do half damage, and all Dexterity modifiers are cut in half.

Within the confines of this great chamber are two were-megalodons (Folio of Fiendish Monsters), both completely white with deep blue eyes. They will wait for the characters to move about the twisting paths of coral that lead toward the south of the chamber (and the secret door there) before coming up from the depths to attack.

2 Were-Megalodons [AC 2, HD 14+14, HP 98, #AT 1 (or 3), D 6–36 Bite or (2–12 (Fists x2)/2–20 (Hybrid Bite)2–16), Blood Lust (Once an opponent is wounded, the were-megalodon goes into a crazed frenzy, making it +5 to damage and providing an extra bite attack.)) (EXP: 4,514)]

TREASURE
400 ril crystals

2 Were-Megalodon [AC 18, HD 14d12+54, HP 140, Initiative +4, #AT 1 (or 3), Hit +10, Dam Bite 36 (4d12+12), or Fists 12 (2d6+6), Hybrid-Bite 18 (1d20+8), Blood Lust (Once an opponent is wounded, the were-megalodon goes into a crazed frenzy, making it +5 to damage and providing an extra bite attack.), Multiattack, Damage Immunity (nonmagical or silver weapons)]

STR: 22 (+6), DEX 11 (0), CON 18 (+3),
INT 11 (–), WIS 12 (+1), CHA 8 (–1)]
CR: 10 EXP: 5,900 Type: Huge Monstrosity

Secret Door

A secret door is in the southern wall
[DC 18 Perception].

4. Siren's Globe

This salty smelling grotto, some thirty feet across, has twin waterfalls on the east and west walls, and a central pool of deep water that is punctuated with a few rock spires that nearly reach the ceiling thirty feet above.

This smaller globe holds three greater sirens; each will climb up rocks near a waterfall (perhaps 10 feet above the characters) and begin their charming songs.

3 Greater Sirens (Harpy) [AC 9, HD 12, HP 40, #AT 2, D 1–6 (Claws), Luring Song (save vs. magic or become charmed), Damaging Terrain (anyone who is charmed will drop into the churning waters below the falls and take 3–18 points per turn, but gets a save each turn they take damage)] (EXP: 3,152)]

TREASURE
300 ril crystals

1 Greater Sirens (Harpy) [AC 11, HD 12d8+24, HP 72, Initiative +1, #AT 2, Hit +3, Dam Claw 6 (2d4+1), (2 Claws), Luring Song (DC 14 Wisdom or be charmed), Damaging Terrain (anyone who is charmed will drop into the churning waters below the falls and take 10 (3d6) damage per turn, but is allowed a new save each turn)]

STR: 12 (+1) INT: 7 (–1) WIS: 10 (–)
CON: 14 (+2) DEX: 14 (+2) CHA: 15 (+2)
CR: 3 EXP: 700 Type: Medium Monstrosity

Secret Door

A secret door is in the southern wall [DC 18 Perception]. Beyond it, there is another secret door that leads to Room 9 with the same chance to find as above.

5. Reef Giant Shoals

Another massive sea chamber with heavy surf that crashes against a rock embankment five feet from the entry. Spray from the waves drives cold against the door, and a storm somehow rages in the sixty-foot vault above, filling the rocky shoals within with rain.

A clutch of five female reef giantesses live within the waters, and their naked bodies will rise from the depths to attack the characters passing through the coral walks. Anyone getting struck by a blow from a giantess will need to make a saving throw versus paralysis [DC 15 Dexterity] or be knocked into the rolling waves.

5 Reef Giantesses [AC 2, HD 12, HP 79, #AT 1, D 6–36 (Trident)] (EXP: 3,414)]

TREASURE
400 ril crystals

5 Reef Giantesses [AC 14, HD 16d12+96, HP 200, Initiative +3, #AT 2, Hit +12, Dam Trident 21 (3d8+8), Multiattack (2 Tridents)]
STR: 27 (+8) INT: 12 (+1) WIS: 16 (+3)
CON: 22 (+6) DEX: 10 (–) CHA: 12 (+1)
CR: 9 EXP: 5,000 Type: Huge Giant

Secret Door

A secret door is in the eastern wall [DC 18 Perception]. Beyond it, there are two secret doors, one to the east and one to the south, both with the same chance to discover as above.

6. Sunken Treasury

A sliding shelf of crimson coral opens to a dry sand grotto, replete with pearls, platinum and gold coins, and sea ivory tusks.

This large pile of treasure consists of 47 pearls (100 GP each), 1,700 platinum pieces, 5,400 gold pieces, and 13 large ivory tusks worth 350 GP each.

7. Lightning Elemental Globe

Thunder rolls as lightning flashes around this dark globe, the walls of which are a wet sea grotto with lashing rain hitting in sheets along the walls.

Within the dome are two greater para-elementals of lightning. They will discharge their electricity attacks from the top of the vault, 15 feet above the party, and not engage in melee attacks.

2 Giant Electric Para-Elementals [AC 5, HD 14, HP 84, #AT 2, D 2–20 (Slam) + 6–36 (Lightning Charge), +2 or better weapon to hit] (EXP: 3,552)]

TREASURE
None

2 Giant Electric Para-Elemental [AC 15, HD 18d10+36, HP 126, Initiative +10, #AT 3, Hit +8, Dam Slam 14 (2d8+5) + Lightning Charge 18 (6d6), Whirlwind (Recharge 4–6) (DC 13 Strength or take 15 (3d8+2) bludgeoning damage and be thrown 20 feet), Damage Resistance: nonmagical weapons]
STR: 20 (+5) INT: 8 (–1) WIS: 10 (–)
CON: 15 (+2) DEX: 8 (–1) CHA: 5 (–3)
CR: 6 EXP: 2,300 Type: Large Elemental

8. Titan's Daughters

A coral door opens beyond the far reef to reveal a half-submerged grotto of blue coral and giant clamshells. A bed of seaweed is nestled into the coral along the southern side of the room.

There are 2 female water titans within the chamber, both basking in the dark waters like a hot tub, with most of their 18-foot frames within the depths. Anyone entering the chamber will draw their ire for leering at their massive breasts and likely having killed their 'handmaidens' in Room 5.

2 Female Water Titans [AC 2, HD 17, HP 119, #AT 1, D 7–42 (Fist), Magic Resistance 60%] (EXP: 7,525)]

TREASURE
400 ril crystals

2 Female Water Titans [AC 18, HD 17d12+85, HP 187, Initiative +4, #AT 2, Hit +11, Dam Fist 19 (2d12+7), Multiattack (2 Fists), Magic Resistance (advantage on all magical saves)]
STR: 25 (+7) INT: 14 (+2) WIS: 14 (+2)
CON: 20 (+5) DEX: 15 (+2) CHA: 16 (+3)
CR: 10 EXP: 5,900 Type: Huge Giant

Secret Door

A secret door is in the western wall [DC 18 Perception]. Beyond it, there is another secret door that leads to the hall outside Room 9 with the same chance to discover as above.

9. Sahuagin Champion

Waist-deep saltwater swirls around small croppings of crusted stone, and a forest of kelp dangles from the ceiling vault into the pools below.

Within the dangling kelp is a sahuagin champion, and he will utilize the kelp to keep foes from attacking him in melee from multiple sides. As long as the kelp is intact, only a single melee fighter can attack the sahuagin each round. If the party wants to attack the kelp, it will take three rounds of hacking, blasting, and smashing to clear it enough that the champion can't use it as defense.

1 Sahuagin Champion [AC 4, HD 9+9, HP 70, #AT 3, D 2–16 (Trident) + 2–8 (Bite), Blood Frenzy (adds +4 to attack rolls against a wounded opponent)] (EXP: 2,002)]

TREASURE
400 ril crystals

1 Sahuagin Champion (Baron) [AC 16, HD 9d10+27, HP 76, Initiative +2, #AT 3, Hit +7, Dam Trident 13 (2d8+4), Bite 9 (2d4+4), Multiattack (2 Trident/1 Bite), Blood Frenzy (at advantage on all attacks against a wounded foe)]
STR: 19 (+4) INT: 14 (+2) WIS: 13 (+1)
CON: 16 (+3) DEX: 15 (+2) CHA: 17 (+3)
CR: 5 EXP: 1,800 Type: Large Humanoid

Secret Door

A secret door is in the northern wall [DC 18 Perception].

The Stair of the Gods of the Earth

Within the violet gloom, the walls of the underground cavern show signs of passage, and a massive set of double bronze doors rises from the misty floor with symbols of each of the banner companies set around it...

Level 1

1. Dark Entry

Darkness dominates this long corridor of blackened stone until it leads to a massive downward stair at the southern end. Two doors, flanking east and west, are set halfway down the hall, and each is marked by a glowing violet orb that provides minimal light.

This is the main stair that leads to the lower levels of this dungeon section. The characters can bypass any room to move downward, but they will not be able to 'clear' the dungeon section until all rooms on each floor have been cleared.

2. Duergar Armory

A heavy door opens to a chamber filled with suits of heavy armor, helms, axes, picks, and short blades. All the armor is dark-forged and has an edge of unpolished and dark crafting.

There are no duergar present in this armory. All items here are +2 in quality but will quickly degrade (in 1d4 days) once they leave this part of the dungeon.

3. Duergar Kitchen

Smells of a hearth roll from this door, the room beyond filled with a large clay oven and several sides of unidentifiable hanging meat, as well as half a dozen large barrels.

Three duergar are within the room, hastily preparing food for the company. They will take up arms (pots, knives, cleavers) and attack anyone who enters. These weapons are all considered to do 1d6 damage.

3 Duergar Chefs [AC 7, HD 8, HP 48, #AT 1, D 1–6 (Kitchen Implements), Invisibility (1/day)] (EXP: 580)]

TREASURE
100 ril crystals

3 Duergar Chefs [AC 13, HD 8d10+24, HP 64, Initiative +2, #AT 1, Hit +5, Dam Kitchen Implement 6 (1d6+3), Invisibility (limited to a short rest)]

STR: 17 (+3) INT: 12 (+1) WIS: 11 (–)
CON: 16 (+3) DEX: 12 (+1) CHA: 8 (–1)
CR: 2 EXP: 450 Type: Medium Humanoid

4. Duergar Sleeping Chamber

Hard mats are arranged around the floor, as are sacks and an assortment of light crafting gear.

As the guards are currently at work on a shift change in Room 5, this room is unoccupied at the moment. There is little of value within the room, save for some dried goods and rations, although there is some very interesting fungal leaf 'tobacco' that can be utilized in a pipe.

5. Elite Guard Chamber

A single brass filigreed door is to the east, while an Amber Door is set into the southern wall. A tapestry of a great double-bladed axe also hangs along the eastern wall.

A dozen duergar warriors are currently changing the guard duty in the room, and each will turn to fight the party once the door opens.

12 Duergar Elite Guards [AC 3, HD 10, HP 60, #AT 1, D 1–8 (War Pick), Invisibility (1/day), Enlarge (increases damage by another full dice on all weapons)] (EXP: 580)]

TREASURE
300 ril crystals

12 Duergar Elite Guards [AC 17, HD 10d10+30, HP 80, Initiative +2, #AT 1, Hit +5, Dam War Pick 7 (1d8+3), Invisibility (limited to a short rest), Enlarge (advantage on Strength checks, and damage increases by another full dice on all weapons)]

STR: 17 (+3) INT: 12 (+1) WIS: 11 (–)
CON: 16 (+3) DEX: 12 (+1) CHA: 8 (–1)
CR: 2 EXP: 450 Type: Medium Humanoid

6. Duergar King

Five pillars, each blood red and marked with black pick etchings, decorate this L-shaped chamber. A small wooden bench and table are in the middle of the room, and violet globes float in the vault above, providing subtle light.

The Duergar King paces in this room, usually behind the pillars as he is constantly nervous that the drow from below will move to take over his kingdom. When the characters enter, he will draw his great pick and wait behind a pillar to attack anyone who gets too close.

1 Duergar King [AC 0, HD 14, HP 98, #AT 2, D 1–10 (War Pick), Invisibility (1/day), Enlarge (increases damage by another full dice on all weapons)] (EXP: 2,180)]

TREASURE
800 ril crystals, War Pick +2

1 Duergar King [AC 20, HD 14d10+56, HP 126, Initiative +3, #AT 2, Hit +7, Dam War Pick 10 (1d8+6), Multiattack (2 picks), Invisibility (limited to a short rest), Enlarge (advantage on Strength checks, and damage increases by another full dice on all weapons)]

STR: 19 (+4) INT: 13 (+1) WIS: 11 (–)
CON: 18 (+4) DEX: 12 (+1) CHA: 8 (–1)
CR: 4 EXP: 1,100 Type: Medium Humanoid

Level 2

7. Grand Hall

The great hall continues with seams of silver minerals running through the black stone, almost creating an arrow leading south in the floor.

The massive hall continues on this level, turning at the south end before moving down again. There are no enemies here.

8. Drow Sanctuary

Four black pillars hold up a vault in each corner of this large chamber, and violet globes hang from above. There are large fungi here, some taller than a man, and a vapor of mist lurks knee high along the floor.

This is the garden of the Cult of the Fungal Queen, and within the vault and fungus are two shadow guardians, demonic summoned creatures that watch over the fungal growths and attack anything that enters the room.

2 Shadow Guardian Demons [AC -2, HD 10+10, HP 62, #AT 2, D (2–16) (Claws), Shadow Aura (anyone attacking the demon with melee will take 3–12 points of necrotic damage) (EXP: 1,980)]

TREASURE
200 ril crystals

2 Shadow Guardian Demons [AC 22, HD 10d12+40, HP 100, Initiative +3, #AT 2, Hit +8, Dam Claw 10 (1d10+5), Multiattack (2 Claws), Shadow Aura (any melee attacks made against this creature cause 6 (3d4) necrotic damage)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (–)
CON: 18 (+4) DEX: 15 (+2) CHA: 8 (–1)
CR: 5 EXP: 1,800 Type: Medium Fiend

9. Drow Black Ooze Temple

This chamber is dominated by a massive rectangular pool of dark liquid that has an almost oily sheen on the surface. Violet globes shine above it, and two silver pillars are at the corners of the northern wall. To the south, a silver and black stone chair rests atop a small patch of violet fungus.

This is the home of the Fungal Queen, and she is currently bathing below the surface of the blood pool. When she rises out of it, she will spread bat-like wings and throw spells while staying in the pool to help protect her from melee attacks.

1 Fungal Queen [AC 3, HD 12, HP 60, #AT 2, D 1–6 (Wings), Fungal Corruption Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 12d6 fungal corruption blasts) or in healing (12d6 fungal regeneration) or summoning (up to 12d6 in the fungal creatures) per turn. This power can be broken up between any of the three options in a single turn. (EXP 2,780)]

TREASURE
1,000 ril crystals

1 Fungal Queen [AC 17, HD 12d8+24, HP 72, Initiative +3, #AT 2, Hit +4, Dam Wings 4 (1d4+2), Fungal Corruption Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 12d6 fungal corruption blasts) or in healing (12d6 fungal regeneration) or summoning (up to 12d6 HD in fungal creatures) per turn. This power can be broken up between any of the three options in a single turn.]]

STR: 15 (+2) INT: 18 (+4) WIS: 18 (+4)
CON: 14 (+2) DEX: 15 (+2) CHA: 20 (+5)
CR: 6 EXP: 2,300 Type: Medium Humanoid

Level 3

10. Entry Stair

The black stair leads downward into a greenish vapor, and two great green globes at the bottom illuminate a set of polished paneled doors. To the south of the landing, a smaller door rests in the wall.

This level is dominated by what I like to refer to as ‘the ghost world’, an alternate dimensional space where a white-side alternate nature of things exists. In any ‘ghost’ room, everything will feel off, odd, and the characters must make a saving throw versus magic [DC 18 Wisdom] or be at -1 to all actions while inside.

Double Door Trap

If opened, expels a nasty fire trap. The trap is -15% to detection [DC 19 Perception] and delivers 6–36 points of damage to everyone within 20’ of the opening as the flames travel down the hall.

11. Ghost World Fungal Mind

The room is pale white, and the aspect of many strange fungi rise all around it, each grey in color, and some with black edging.

Inside this chamber are ghost world mind fungi, a type of plant that attacks the minds of victims, trying to render them immobile so that the fungus can feed on the inert body. There are half a dozen of these mind fungi in this room, but with a hundred random fungi as well, it is very hard to detect them. Consider each fungus to be under the influence of a Mirror Image, with 6 images each, for means of attacking them, unless a wizard decides to fireball the entire room.

6 Mind Fungi [AC 10, HD 4, HP 20, #AT 1, D 1–4 (Mind Blast), Mind Blast (saving throw vs. magic or lose 1–4 points of Intelligence (save again in 24 hours or lose it permanently))] (EXP: 180)]

TREASURE

200 ril crystals

6 Mind Fungi [AC 10, HD 4d8+4, HP 28, Initiative +1, #AT 1, Hit --, Dam Mind Blast -- (-), Mind Blast (DC 18 Wisdom save or lose 2 (1d4) points of Intelligence, save again in 24 hours or lose the points permanently)]

STR: 4 (-3) INT: 4 (-3) WIS: 4 (-3)

CON: 13 (+1) DEX: 0 (-6) CHA: 8 (-1)

CR: 1/2 EXP: 100 Type: Small Plant

12. Ghost World Fungal Tentacles

Ghostly white walls are covered with grey shelf fungi, and the floor has wispy green vapors that rise waist high.

Within this room are ‘ropes’ of roots that stretch in a latticework all over the floor, up the walls, and over the ceiling. A dozen of these are actually tentacles from the hive mind of the fungi in the room, and they will attack those who enter, trying to throttle and strangle their victims.

12 Fungal Tentacles [AC 6, HD 4, HP 20, #AT 1, D 1–10 (Slam)] (EXP: 180)]

TREASURE

100 ril crystals



12 Fungal Tentacles [AC 14, HD 4d8+4, HP 28, Initiative +1, #AT 1, Hit +4, Dam Slam 9 (2d6+3)]

STR: 17 (+3) **INT:** 4 (-3) **WIS:** 4 (-3)
CON: 13 (+1) **DEX:** 12 (+1) **CHA:** 8 (-1)
CR: 1/2 **EXP:** 100 **Type:** Small Plant

13. Reality World Treasure Room

As the secret door slides back, a blaze of amber light twinkles off a mound of silver within.

This is a base treasure room, with upwards of 22,000 silver pieces piled within. Getting it out and cashing it all in is another problem entirely.

Secret Door

This room can only be accessed by a secret door that is in the northern wall [DC 18 Perception].

14. Reality World Avatar of Ooze

A stink of sweet rot and a puff of pollen assail you as the wall of stone slides away. A haze of goldenrod is within, and violet light is hazy from globes set in the western wall. There, amid a mass of dark fungi, a humanoid figure with onyx skin and a yellow crown of fungus stands at attention.

This is the chamber of the Avatar of Ooze, a type of high planar creature that lords over fungus as a kind of god. It will attack all living things entering the room, hoping to instill a host 'fungal egg' inside those it strikes with its attacks.

1 Avatar of Ooze [AC -2, HD 15, HP 90, #AT 3, D 2-16 (Slam), Spore Deposit (on any successful attack, a victim must make a save vs. poison or have fungal spores deposited under their skin. These spores will gestate, killing the victim in 1-4 days unless a Remove Curse or Cure Disease is cast (or higher healing magic)) (EXP: 3,940)]

TREASURE
200 ril crystals

1 Avatar of Ooze [AC 22, HD 15d12+75, HP 165, Initiative +3, #AT 3, Hit +9, Dam Slam 10 (1d10+5), Multiattack (3 Slams), Spore Deposit (on any successful attack, a victim must make a DC 18 Constitution save or have fungal spores deposited under their skin. These spores will gestate, killing the victim in 1d4 days unless a Remove Curse or Cure Disease is cast (or higher healing magic))]

STR: 20 (+5) **INT:** 15 (+2) **WIS:** 11 (-)
CON: 20 (+5) **DEX:** 15 (+2) **CHA:** 8 (-1)
CR: 9 **EXP:** 5,000 **Type:** Medium Plant

Secret Door

This room can only be accessed by a secret door that is in the eastern wall [DC 18 Perception].

15. Ghost World Orbs of Corruption

A large thirty-by-twenty rectangle of a chamber is bathed in white, and twelve glowing violet orbs paint the walls, ceiling, and floor a dull purplish grey.

Each orb is a dangerous explosive container that holds deadly spores. If an orb is within 5' of a living target, it will explode, causing a saving throw to be made versus poison [DC 15 Constitution] to all within a 15' radius. If the saving throw is failed, the victim contracts a fungal rot disease that will destroy their lungs in just under 10 hours without a Remove Curse or a Cure Disease (or greater healing magic). The chamber is not cleared until all the orbs have been detonated, and to detonate one without the presence of a living being, you must do 15 points of damage to the surface.

16. Ghost World Lair of Mind Swarm

The large room is ghostly white, with giant grey and purplish brain fungi at intervals and in clumps all around the room.

The brain fungi in these chambers have a powerful charm aura, and anyone coming within 5' of them must make a successful saving throw versus magic [DC 18 Wisdom] or become a defender of the fungus, serving as its caretaker or protector. The fungus itself has 20 hit points per 'brain', and a 10 AC.

17. Ghost World Tortured Knight

A skeleton rests in a fungal covered chair, all grey on grey, as the same fungus that infests the chair has crept through the bones and opened his jaw in a perpetual scream.

Within this room is the tortured soul of a former paladin, one who fell to the corruption of the fungus long ago and now tries to kill anything not corrupted by the blight. The true form of the knight does not attack, but instead a ghost form that is both real and unreal inside the room, providing it with a high miss chance on all attacks that aren't force driven.

1 Tortured Soul Knight [AC -2, HD 12, HP 72, #AT 2, D 2-16 (Blade), Unholy Aura (anyone attacking the tortured soul knight with melee will take 3-12 points of necrotic damage), Phase Form (because of the creatures immaterial nature, all non-force attacks have a 50% miss chance)] (EXP: 4,002)]

TREASURE
600 ril crystals

1 Tortured Soul Knight [AC 22, HD 12d12+48, HP 120, Initiative +4, #AT 2, Hit +8, Dam Blade 11 (1d12+5), Multiattack (2 Blade), Unholy Aura (any melee attacks made against this creature cause 6 (3d4) necrotic to the attacker), Phase Form (all non-force attacks against this creature are at disadvantage)]

STR: 20 (+5) **INT:** 10 (-) **WIS:** 11 (-)
CON: 18 (+4) **DEX:** 15 (+2) **CHA:** 6 (-2)
CR: 5 **EXP:** 1,800 **Type:** Medium Undead

Level 4

18: The Long Stair

The massive dark stairs continue downward, each step now cleaned to a perfect polish. Twin brass double doors are set in the eastern wall, and a lamp hangs above them that illuminates the area around with a golden glow.

Again, this hallway is without threat, and once Room 19 is cleared of threats, a glowing portal will appear at the northern end of the hall. This portal can lead back to The Chamber of Three Doors, or to another dungeon, the choice is again up to the DM.

19. Labyrinth of the Gelatinous Lords

Well-polished stone walls stand before you as several access halls go off to the south, southeast, north, northeast, and east.

Within this small labyrinth, 3 huge gelatinous lords dwell, and one is quick to slide against the door from the far northern edge of the maze. The other two will stalk the party, trying to surround it on either side of a passage and squeeze every member into its mass.

3 Gelatinous Lord [AC 8, HD 18, HP 108, #AT 1, D 2-12 (Pseudopod), Paralyzation (anything touching the cube must make a save vs. paralyzation or be anesthetized for 5-20 rounds), Engulf (any creature within the cube takes 2-12 points of damage from acid each round), Surprise (the cube surprises on a 1 in 3), Elemental Immunity (Cold and Electricity do no damage to the cube)] (EXP: 9,250)]

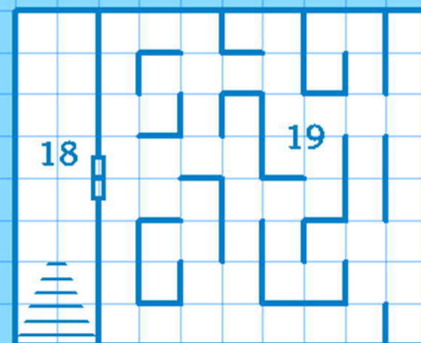
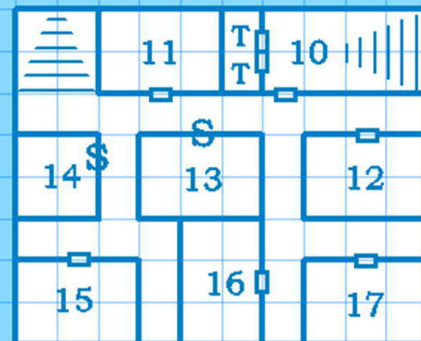
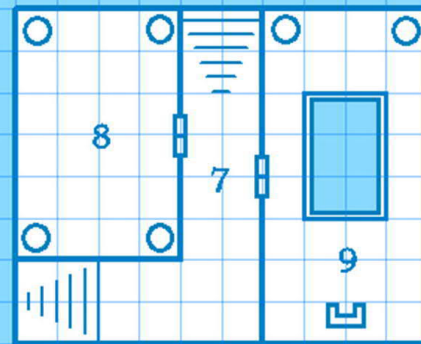
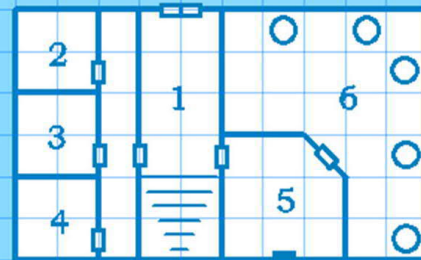
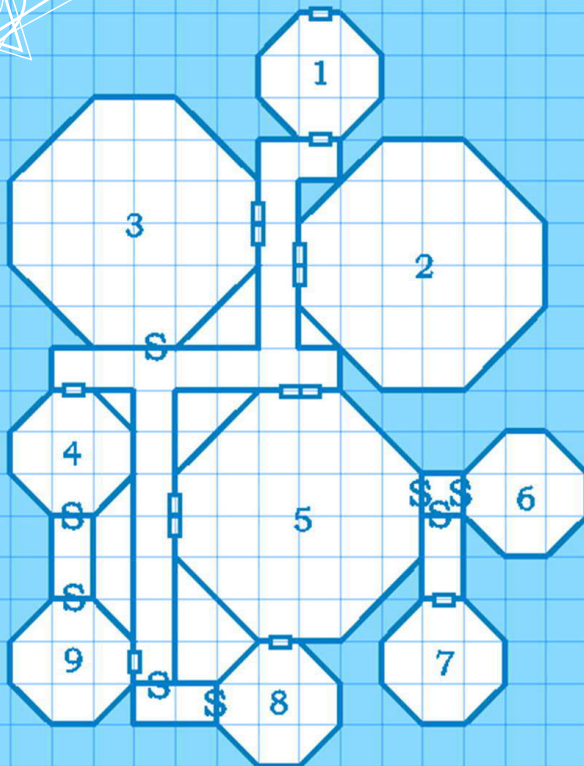
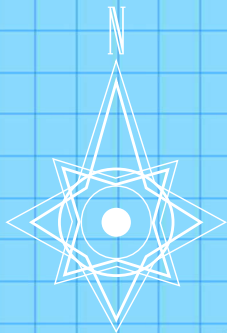
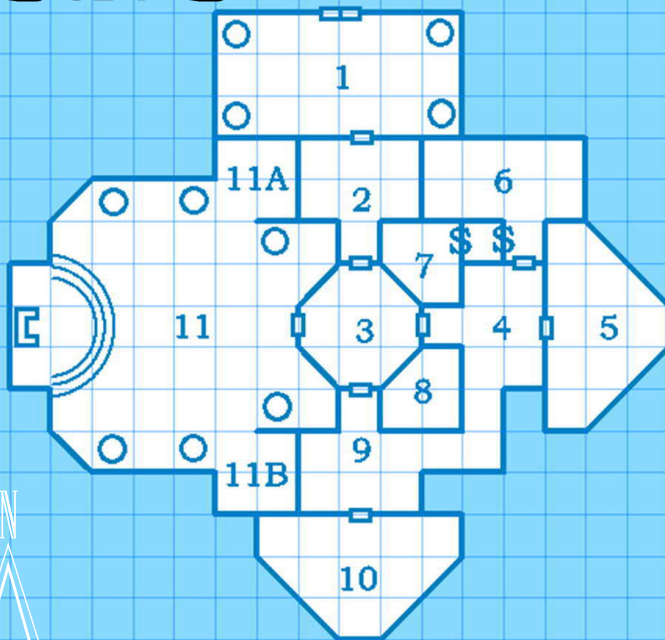
TREASURE
800 ril crystals

3 Gelatinous Lords [AC 6, HD 18d10+90, HP 180, Initiative +4, #AT 2, Hit +8, Dam Pseudopod (acid) 18 (6d6), Multiattack (2 Pseudopods), Engulf (DC 15 Dexterity of be engulfed, taking 10 (3d6) of acid the first round, and 21 (6d6) every round thereafter. On a successful DC 18 Strength, the character can pull themselves free of the Engulf), Transparent (DC 15 Wisdom to perceive the cube)]

STR: 18 (+4) **INT:** 8 (-1) **WIS:** 1 (-5)
CON: 20 (+5) **DEX:** 3 (-4) **CHA:** 1 (-5)
CR: 8 **EXP:** 3,900 **Type:** Huge Ooze

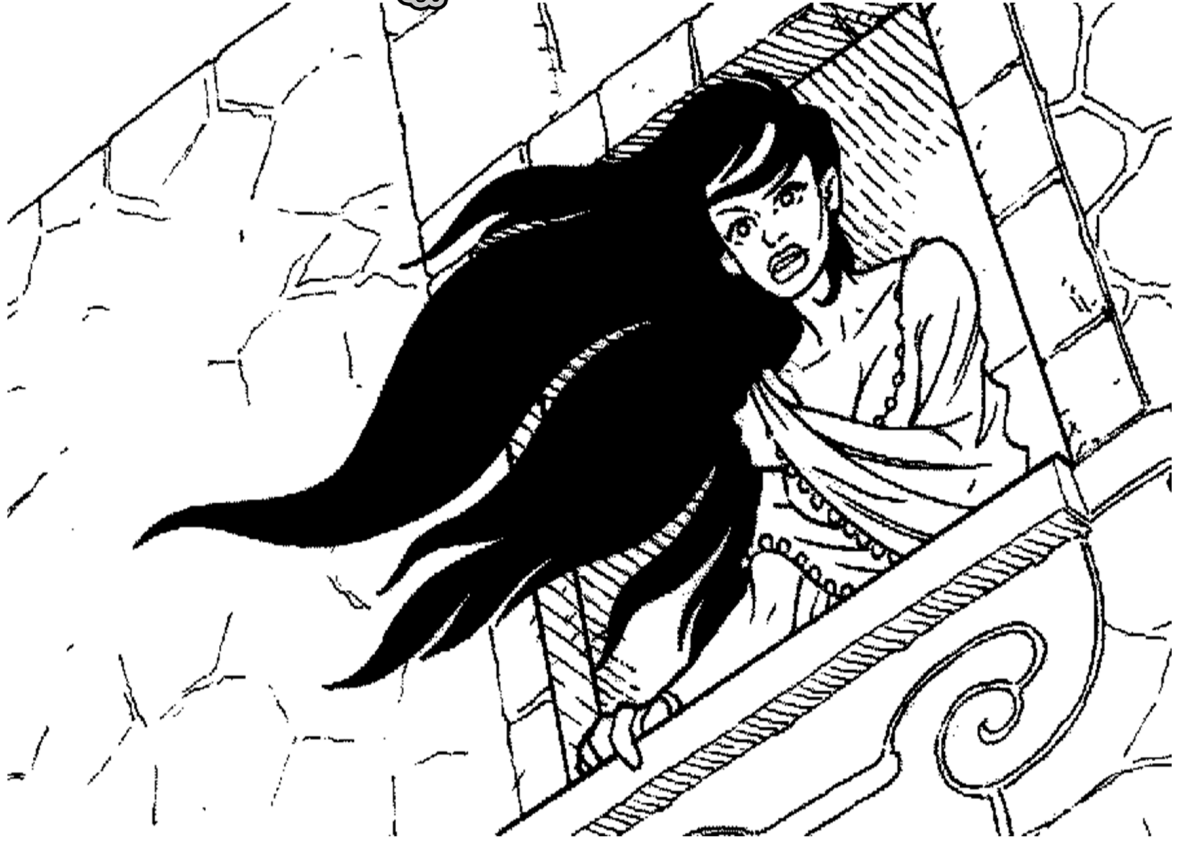
THE FOLIO

- Door
- S Secret Door
- Column



THE FOLIO

Mini-Module



CURSE OF ROSLOF KEEP CAMPAIGN

The Kasbah Bride

Mini-Adventure CRK 3.5

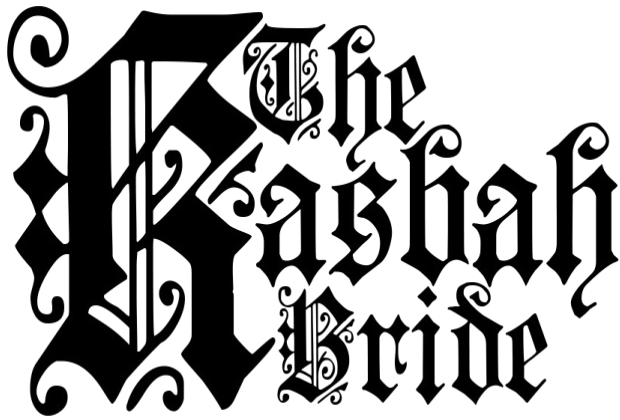
by Scott Taylor

Elygra Fenrik, daughter of Lady Vianca Fenrik, has been pledged to marry Lord Milvan Holm, but the other great houses of Tiefon would do nearly anything to keep the alliance from forming between the two houses. The Ivory Scimitar has been charged with taking a break from their dungeon delving to secure the wedding against all incursions, but that task might be even more difficult a challenge than the machinations of the Infernal Machine!

The Kasbah Bride is a companion adventure made to go along with the events transpiring in The Curse of Roslof Keep campaign. It is designed for 1E & 5E adventure mechanics and is for characters levels 12-15. This mini-adventure has everything a dungeon master needs to run an effective high level supplemental adventure in this setting.



Mini-Adventure CRK 3.5



Characters Levels 12–15

This mini-adventure is designed for an aside for players who enjoy something different in their roleplaying experience. I created this not only to expand on the relationships inside the Kasbah but also as a way for players to have some fun dressing up their characters and maybe even going on a date. Relationships outside the hack and slash are very important at my gaming table, and thus, I like to provide opportunities to expand the characters' background. This is a perfect place to do so. So, first, have some fun with it, and second, understand that a lot of this mini-adventure revolves around a chase, so it is possible that some characters might not participate because they can't apply their class to this type of adventure. For that reason, you might need to do a greater amount of planning to help get everyone involved.

1. Primary Purpose: A chance to expand the relationships of the characters with people inside the Kasbah and make connections with the other great houses.
2. Secondary Purpose: Gain experience to help with the clearing of the Kasbah Dungeon.
3. Time for Running: This module will typically be run at some point before the events of Folio #24 and #25 as those are the 'endgame' and, therefore, harder to put outside the arc they are roleplaying in, especially topside.

The Bride and the Wedding

The bride, Lady Elygra Fenrik, is a kind soul, and someone the characters should have no beef with. She is one of three children to the Erg-Countess of Tiefon, Vianca Fenrik, and some say her doppelganger because the two look so similar. As the House of Eld is a strong ally to the House of Fenrik, there is no doubt that Erg-Count Milvan Holm counts himself a lucky man to see such an alliance formed this union, but there are certainly other powers that will do almost anything to stop it. Although all the greater houses have been invited to the wedding event, the House of Razuul will not be in attendance. Security for the wedding will be run by The Rivermen, as well as lesser house security, although Gorum DeVane (the captain of the Rivermen will be in formal dress). The House of Fenrik will host the party in an outside court within the Kasbah, and the evening will be a pleasant one, even if a bit on the chilly side.

Telling the Story

You will want to take advantage of the event to play up the characters 'non-combat' abilities, focusing on Charisma checks and backgrounds that might include etiquette (or not etiquette which can be just as entertaining). Be sure to give some time to mingling, perhaps seeing old friends among the other banner companies, or even swapping stories about events that have occurred within the Kasbah Dungeon (like talking about specific monsters that gave the characters problems or even discussing the theory that some extraplanar corruption has taken hold of the Shard and the Infernal Machine). This is going to be one of your best opportunities to have fun inside the adventure path, so keep that in mind and don't just focus on the upcoming dice rolling.

1. The Invitations Come to the Ivory Scimitar

Members of the company will each receive a scroll that invites them to both a dinner party (tomorrow night) and the wedding of Elygra Fenrik and Lord Milvan on the following Saturday (including a guest if they choose to invite someone, which again, is a fantastic roleplaying opportunity).

This provides the characters the opportunity to scramble for outfits to wear to the events, so a trip to the bazaar should be in order. As the DM, it is important to be very specific and have the players list their outfits and all equipment they take with them to the dinner (spell components, even if you don't utilize them, might be included in this as you could say you normally don't keep track of them because the magic-user is assumed to have them on his/her person while exploring a dungeon). Weapons and armor are most important here, but you must remind players that this is a party, not a cage match brawl they are going to!

2. Dinner Party and Abduction!

Once the players have gotten prepared, they will head to the dinner party at a rented home within the Interloper Ward. There, they will begin the night with some dancing as a bard plays and then are finally invited to a meal.

During the interlude, the characters have an opportunity to chat with members of the other banner companies, assuming they know anyone, or they could make new acquaintances (including two NPCs that will help assist in this adventure).

As Lord Holm toasts to the union, a wind will suddenly blast through the open-air inner courtyard where the party is being held, toppling glasses and blowing up dresses.

After the wind dies down, Lord Holm will exclaim, seeing that the bride next to him is gone. A quick search will indicate there are shadows disappearing on the roofs and perhaps the hint of the bride's dress.

3. Along the Roofs

With two members of the other companies in tow, those who can quickly achieve the roof will be allowed to follow the fleeing shadows over the rooftops of the Kasbah.

As the Rivermen were in charge of security, they will be most agitated, with Gorum DeVane ordering his company rogue, Hamsford Romm, to go after the 'thieves'. Romm is a young human, no more than 22 years of age, with a sharp wit and a penchant to obnoxiousness (while finding himself terribly funny). As Hamsford takes after the bride, so too will Lygartha Bray, the rogue of the 10 Stout Blades, a female halfling with golden hair and fierce blue eyes. She will strip away her gown, taking to the rooftops in nothing more than her night dressings, caring very little about decorum.

Hamsford Romm [AC 4, HD 10, HP 32, #AT 1, Hit: +2, Dam 1d4 +2 (Dagger), Dagger, Move Silently 92%, Hide in Shadows 68%, Climb Walls 99%, Hear Noise 30%, Backstab x4, Dexterity 17]

TREASURE

+2 Ring of Protection, +2 Dagger, Boots of Flying

Hamsford Romm [AC 16, HD 10d8+20, HP 60, Initiative +8, #AT 1, Hit +10, Dam Dagger 9 (1d4+6), Expertise [Athletics +12, Stealth +12, Thieves Tools +12, Insight +8], Sneak Attack [5d6], Thieves Cant, Cunning Action [Fast Hands], Roguish Archetype [Thief], Uncanny Dodge, Expertise, Evasion, Roguish Archetype Feature [Supreme Sneak (all Stealth at Advantage)]]

STR: 14 (+2), DEX 19 (+4), CON 14 (+2),
INT 10 (-), WIS 11 (-), CHA 13 (+1)

Lygartha Bray [AC 4, HD 12 HP 47, #AT 1 (or 2 thrown), Hit: +2 (+5 Thrown), Dam 1d4+2 (Dagger), Move Silently 99%, Hide in Shadows 99%, Climb Walls 84%, Hear Noise 40%, Backstab x4, Dexterity 18]

TREASURE

(4) +2 Throwing Knives (garter sheath), +2 Hair Pin Stiletto,
+2 Ring of Protection

Lygartha Bray [AC 18, HD 12d8+36, HP 84, Initiative +3, #AT 2, Hit +9, Dam Stiletto 9 (1d4+6), Expertise [Athletics +14, Stealth +14, Thieves Tools +14, Insight +10], Sneak Attack [6d6], Thieves Cant, Cunning Action [Fast Hands], Roguish Archetype [Thief], Uncanny Dodge, Expertise, Evasion, Roguish Archetype Feature [Supreme Sneak (all Stealth at Advantage)], Reliable Talent]

STR: 9 (-1), DEX 22 (+6), CON 16 (+3),
INT 11 (+1), WIS 14 (+2), CHA 17 (+3)

This encounter point revolves around a chase across the rooftops of the Interloper Ward. To achieve extra action, I'd suggest all players must make Dexterity checks [DC 13 Dexterity] between each encounter as they jump between roofs. You can mitigate these checks with spells, assistance from other players, ropes, or other creative means the players come up with. If a check is failed, you could have the individual or individuals fall a single story, take 1d6 damage, and then continue the chase as they try to get back to the party via other routes. To accomplish this, I would suggest another Dexterity check [DC 12 Dexterity] as well as an Intelligence check [DC 12 Intelligence] to work out the correct path.

4. Moonshadow Assassins

During the chase, the characters will be delayed by a collection of assassins bent on keeping the characters from discovering the final destination. These assassins will first attack when the characters try to breach the Kasbah wall into the Shadow Ward.

In total, there will be 10 Moonshadow Assassins that will try to hinder the pursuers. The DM may assign them as he wishes, but likely they will split up, doing assaults of 5 or 6 in this first encounter.

Note

There are two Moonshadow Assassins that are above and beyond the 10 that the players will face. Their only task is delivering the bride to the Summoners.

This attack will be a sneak attack (utilize the Hide and Move Silently skills as needed) [Stealth +7] and the assassins will attempt to backstab opponents, along with their poison.

(6) Moonshadow Assassin [AC 5, HD 10, HP 40, #AT 1, D 1-4 (Poison), Backstab x4, Poison (save or take 3-30 points of poison damage), Hide in Shadows 60%, Move Silently 75%. EXP: 3,245]

TREASURE
None

(6) Moonshadow Assassin [AC 15, HD 10d8+20, HP 60, Initiative +9, #AT 1, Hit +9, Dam Dagger 7 (1d4+5), Sneak Attack 15 (5d6), Stealth +8, Poison (DC 14 Constitution or take 15 (3d10) damage)]

STR: 14 (+1) INT: 10 (-) WIS: 10 (-)
CON: 14 (+2) DEX: 20 (+5) CHA: 10 (-)
CR: 7 EXP: 2,900 Type: Medium Humanoid

5. The Deadly Garden

Once the characters make it over the Interloper Ward wall in the Shadow Ward, they will have to enter a large tropical park, moving among the palms in a fight. It is here that the remaining Moonshadow Assassins will unleash serpents on the party, hoping the venom will slow them down.

The assassins (there are likely 4 remaining at this point) will each have a deadly tattoo from which they can summon a magical venomous serpent. These serpents have the will and mind of the assassin that summons them but will disappear if their summoner is killed (or their own hit points are exhausted). The snakes will lurk in the trees, waiting for the characters to pass (4 in 6 surprise) [Stealth +7].

Tattoo Snake [AC 5, HD 8+8, HP 56, #AT 1, D 1-4 (Bite)/2-8 (Constrict), Surprise in water 3 in 6. EXP: 1,350 + 14/hp]

TREASURE
None

Tattoo Snake [AC 14, HD 8d10+16, HP 56, Initiative +6, #AT 1, Hit +6, Dam Bite 6 (1d4+4), Constrict (DC 11 Constitution save or take 10 (3d6) crushing damage)]

STR: 18 (+4) INT: 8 (-1) WIS: 8 (-1)
CON: 14 (+2) DEX: 18 (+4) CHA: 8 (-1)
CR: 4 EXP: 1,100 Type: Medium Humanoid

6. House of Mums the Elder

Across from the park is a large stone home complete with its own wall. The assassins leap the wall and move inside. The characters will have to breach the wall and then make their way inside.

To move over the wall, each character will have to make a Climb Walls check at -15% [Athletics DC 17]; otherwise, they will not be able to follow into the compound without some other means of entry (magic, etc.).

7. The Entry of Trophies

Once over the wall, the interior compound opens to a large chamber that is separated from the outside by billowing curtains (likely having just been passed through by assassins). Within, the room looks to be one of various trophy rooms from explorations and importations around the world. Huge vases, statues, odd weapons, and mundane farming implements, all are housed here in an odd display.

The remaining assassins (there could be 4 if only the serpents attacked earlier or less if some of the assassins took a direct hand in the battle, but nonetheless, there should be at least 2 assassins here) lurk within the room (standard concealing rolls as above encounters). Once party members move within, they attempt sneak attacks if possible.

(?) Moonshadow Assassins [AC 5, HD 10, HP 40, #AT 1, D 1-4 (Poison), Backstab x4, Poison (save or take 3-30 points of poison damage), Hide in Shadows 60%, Move Silently 75%. EXP: 3,245]

TREASURE
None

(?) Moonshadow Assassins [AC 15, HD 10d8+20, HP 60, Initiative +9, #AT 1, Hit +9, Dam Dagger 7 (1d4+5), Sneak Attack 15 (5d6), Stealth +8, Poison (DC 14 Constitution or take 15 (3d10) damage)]

STR: 14 (+1) INT: 10 (-) WIS: 10 (-)
CON: 14 (+2) DEX: 20 (+5) CHA: 10 (-)
CR: 7 EXP: 2,900 Type: Medium Humanoid

8. The Iron Coffin

Moving from the trophy chamber, another room (this one open to the sky above as some kind of interior court) houses a large metal sarcophagus. The decoration is standing upright at the center of the chamber, and beyond it, chanting can be heard from another interior room.

A single mage hides behind the archologies, hoping to throw a single destructive spell at those entering from the trophy room. From his hiding place, he has an AC of 2 [18] until he is flanked.

(1) Mage [AC 7, HD 9, HP 18, #AT 1, D (1-6)+2, Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Fireball, Hold Person, Suggestion; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold. EXP: 2,780]

TREASURE
+2 Quarterstaff, Spell Scrolls (includes all known spells), Ring of Protection +1, 54 silver pieces, 18 gold pieces

(1) Mage [AC 13, HD 9d8, HP 40, Initiative +3, #AT 1, Hit +7, Dam Staff 7 (1d6+4), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Fireball, Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

STR: 14 (+1) INT: 10 (-) WIS: 10 (-)

CON: 14 (+2) DEX: 20 (+5) CHA: 10 (-)

CR: 4 EXP: 1,100 Type: Medium Humanoid

9. Summoning Circles

Within this room, there are four summoners, men with an elemental connection to some long-forgotten plane. They work over a caldron, and beyond them, a swirling elemental guards the unconscious form of the bride.

The summoners aren't a particular threat as they AC 8 [12] and have only 10 hit points each and no offensive spell capabilities. However, their ash elemental is a nasty bit of work that will move to protect them once the players enter.

(1) Ash Elemental [AC 3, HD 10+10, HP 70, #AT 1, D 2-16 (Slam), +1 or better weapon to hit, Choking Cloud (-2 to hit due to visibility). EXP: 2,330]

TREASURE

None

(1) Ash Elemental [AC 16, HD 10d10+20, HP 70, Initiative +4, #AT 1, Hit +6, Dam Slam 12 (2d8+4), Choking Cloud (DC 12 Constitution save or be at disadvantage on attacks)]

STR: 18 (+4) INT: 10 (-) WIS: 10 (-)

CON: 14 (+2) DEX: 20 (+5) CHA: 10 (-)

CR: 7 EXP: 2,900 Type: Large Elemental

10. The Escape

Once the summoners and elemental are destroyed, the characters must slip out of the Shadow Ward with the bride. This is no easy task, as the ward is now awake, and guards are moving over of the rooftops.

All characters must make successful Hide in Shadows and Move Silently [DC 16 Stealth], as well as successful Dexterity checks [DC 16 Dexterity], and the person carrying the bride will be at -2 to Dexterity and -10 to Hide and Move [DC 19]. If the characters are seen, they will have to work out some other solution to the issue (up to the DM); otherwise, they will be caught (and hopefully will not attack the Kasbah guards). This will then require someone with high Charisma to get them out of the situation.

Endgame

The endgame revolves around getting the bride back to her husband. Once Lord Holm is reunited with her, he praises the characters, saying there is no way that he could ever repay them for this service. The House of Fenrik will be of a like mind, and the characters will always have extremely strong allies in both powerful houses. If either NPC thief survives, they, too, will always find some respect for the Ivory Scimitar, and that might come into play at a later time.



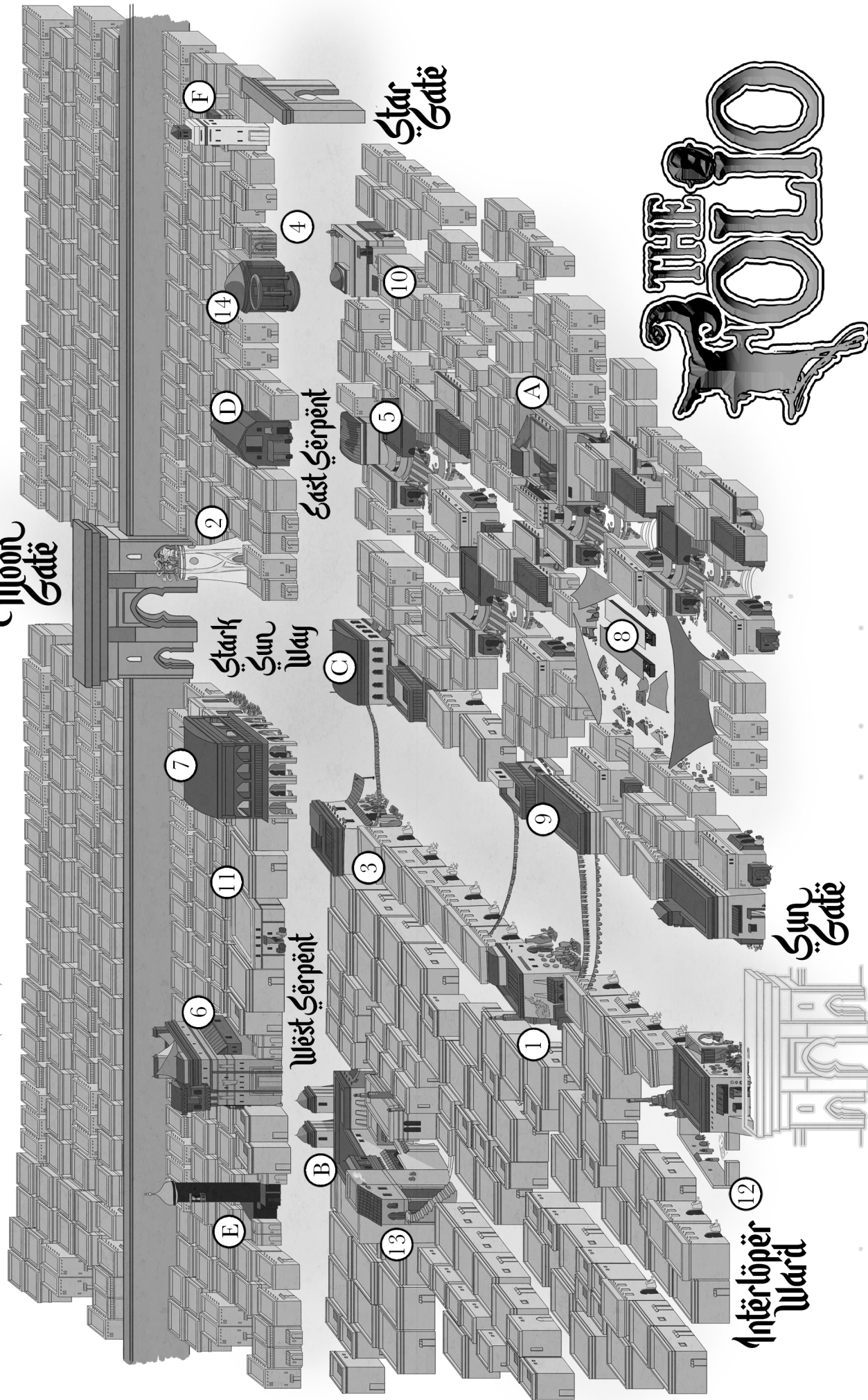
Interlöper Ward

1. Hall of Silvered Mirrors (Glass Dealer)
2. Shrine of the Water Blessing
3. Subtle Blade-Armory
4. Brighter Tomorrow (Fortune Teller)
5. Apothecary of the Twelve Moons
6. Tower of Smoke and Veils (Geisha House)
7. Where Men Drink (Tavern)

8. The Under-Market
9. The Morning Bun
10. Tolar's Grill
11. Selimnia's Spirits and Wine
12. The Dark Anvil
13. Jozan's Apothecary and Script
14. The Jade Apprentice

Grüder Häuser's Company Barracks

- A. House Eld
- B. House Mortimer
- C. House Fenrik
- D. House Harrington
- E. House Razuul
- F. House Mcmannon



THE FOLIO

Folio Module CRK4

The Realm of the Slimes!

An adventure for 5–8 characters, levels 13–15

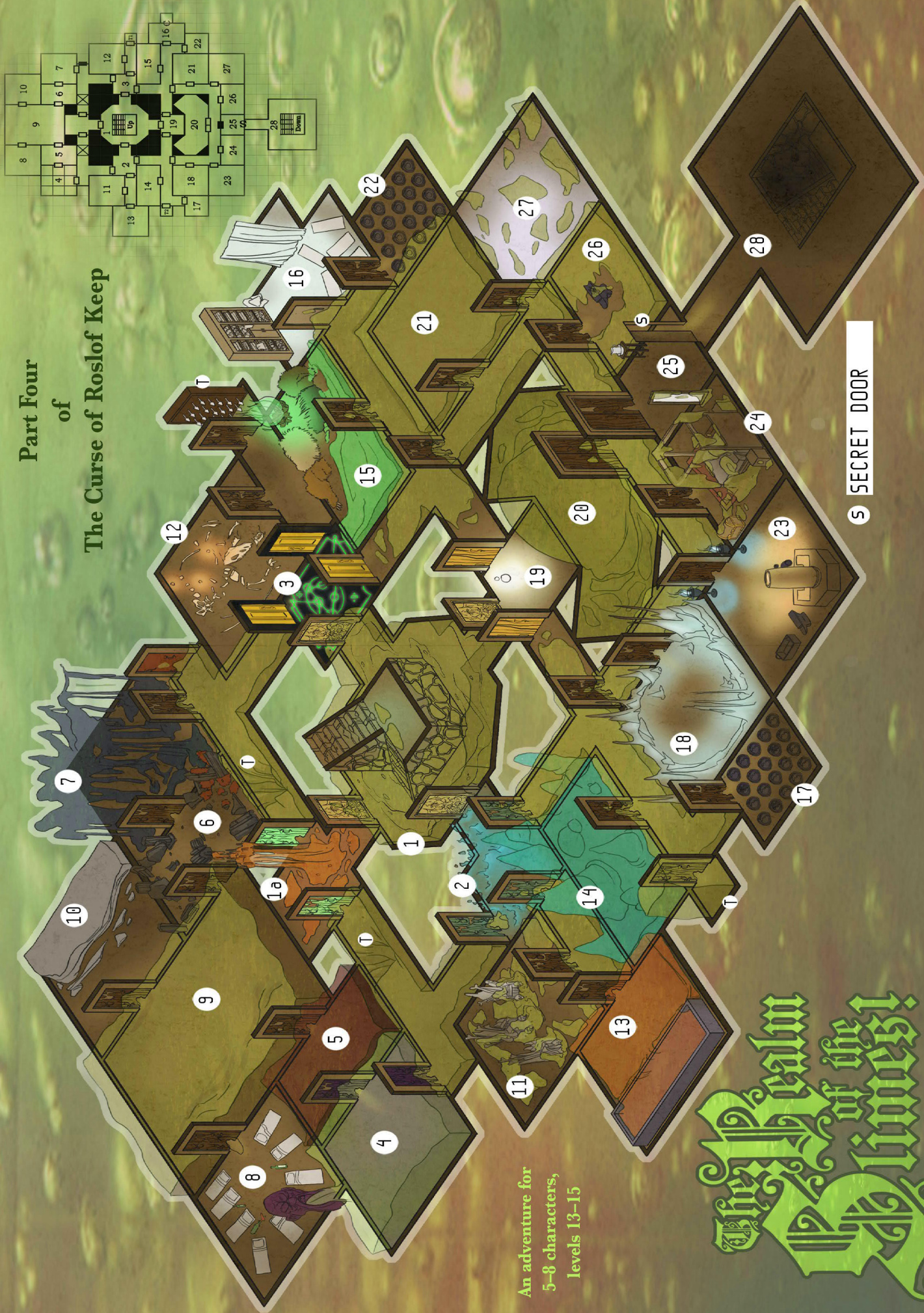


The Realm of the Slimes!
by Scott Taylor

Part Four of The Curse of Roslof Keep

An adventure for
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The Dungeon of the Dinosaurs!



5 SECRET DOOR

Folio Module

The Realm of the Slimes!

An adventure in both 1E and 5E formats for
5–8 characters, levels 13–15

The Repeat Dungeon

Level 4 of the Kasbah Dungeon was designed by the Shard of the Infernal Machine as a type of trick for the characters. If the characters were not a part of the first Roslof Keep campaign, then this level will mean very little to them, but if they were a part of the previous dungeon delve, then it will become clear at some point that Level 4 of the Kasbah Dungeon is nearly identical in design to the sunken dungeon level of Roslof (Level 5).

Although the encounters have been changed and the water replaced by slime, this level holds the same rooms and traps as the previous incarnation, so the characters might use this to their advantage if they figure it out quickly.

Extended Roslof Storyline

As the characters prepare to enter the 4th level of the Kasbah Dungeon, the DM might have used a lot of outside content along the way to build an overall story arc. As I can't rightly know what a DM has decided upon, I can only give a primer of what I think should be important factors concerning the advancement of the story. I'll break these into several smaller arcs so you can have an opportunity to address each (or not, if that is your choice) as you see fit.

The Bender Threat

As established in Folio #21 with the addition of bender scouts, there is a deeper sinister threat that lurks within the dungeon. This threat comes from the realms beyond the Elemental Plane of Shadow, and the creatures there known as benders are trying to find a way into the Prime World and believe the other-dimensional nature of the Kasbah Dungeon (and by proxy the Roslof Keep Dungeon) is the perfect way to do so. If these creatures can establish a beachhead into the world, then it is doomed, so it is vastly important that the characters realize this and make all appropriate attempts to nullify the threat.

If the DM has access to CRK B4, The 5 Champions of Hate, this threat will be even more obvious. As CRK B4 is an 'Amber Door' side adventure, it is likely that it would have already taken place BEFORE the events of Folio #23. (There is a single Amber Door in Folio #22 that CRK B4 works well with: Room 5 of the Stair Dungeon.)

Without CRK B4, the DM should still be able to utilize bender scouts on this level, but otherwise, there is no other bender activity here. However, the threat should be maintained within the story, and characters should be on the lookout as the bender menace will be a huge factor in Folio #24 & #25.

The Politics on the Surface

Depending on how the DM has utilized the Kasbah and the downtime of the characters (or even utilized the mini-adventure Folio #20.5, The Kasbah Assassin), there still should be some intrigue going on in the Kasbah. Remember, there are a lot of other companies out there, and the houses are highly invested in 'winning' the Kasbah to their side.

Within the aspects of Folio #23, I suggest utilizing another strike by one of the houses against the party. Like the Kasbah Assassins, this strike will be of a dark magic nature. Somehow, one of the other banner companies has managed to create a version of the Night of Skulls that will encroach on those already stuck within the Kasbah Dungeon. The banner company (I'd suggest the Saryn's Spell Weavers if you already haven't established a natural enemy among the other companies,) in question will wait for the Ivory Scimitar to move into the dungeon and then set up shop in the entry, casting ritual magic that will stalk the characters all the way down into the dungeon.

In this fashion, the opposing banner company hopes to illuminate the characters, take their banner, and be even closer to its endgame. In the end, there can be two resolutions to this attack. One is for the characters to continue down into the dungeon without returning to the surface until they have cleared all levels; the other would be for them to utilize the multi-dimensional aspect of the dungeon to return to Level 1, fight their way to the entrance, and then defeat the other banner company at the doorstep. Below, I'll go over both scenarios if you choose to put them into practice.

Lastly, when first encountering the enemies produced by the ritual, they may be mistaken as wandering monsters. However, if the party is utilizing an NPC from inside the dungeon, that NPC will 'sense something wrong' about the monsters and feel they are 'not a part of the design'. If no NPC accompanies the party, you could have the Shard appear in any one of its guises and provide the characters with info on what is going on, something like, "Another banner company has begun a spell within the dungeon, and I have no power to stop it!" In this way, at least the characters are aware they are being attacked by something other than the dungeon itself, and if you want to provide information on the whereabouts (the entry chamber) of the other banner company, you can do so. Also, if you want to add another twist, you could have a second or third banner company be within the dungeon when the ritual begins, thus trapping them as well. It would be beneficial for the ritual casters to trap and destroy as many banner companies as they can in one fell swoop. This might also mean that the Ivory Scimitar has a chance to collect other banners! You could also have small groups of survivors if you like, or the Ivory Scimitar might have to go on a rescue mission to save friends in other companies. This all depends on your own storyline as the DM. Whatever the case, HAVE FUN WITH IT!

Scenario 1

Staying Down

There are technically two types of enemies spawned by the ritual, and how you place them in the dungeon is up to you as the DM, but it should be made clear after a couple of encounters that 'there is no way' the characters are getting to the surface fighting their way up. Thus, they can choose to 'stay down', utilizing the Outpost as described in Folio #22, and continue to move downward until they solve and defeat the dungeon, thus ending the spell (hopefully!). This is perhaps the easiest option, but if the characters have friends on the surface, are bull-headed, or enjoy the political thread of the adventure, then this might not be the way to go for you.

Scenario 2

Jump Back to Level 1

There are actually two options here, and both revolve around mini-adventures. The first option is to be told (or have foreknowledge in some way) that the Amber Door that leads to the Outpost (as described in both Folio #22 and CRK B3, The Secret Respite) can be 're-directed' to appear at the entrance stairs to ANY level of the Kasbah Dungeon. In this fashion, you can utilize the Outpost to 'teleport' the party from the stairway between two levels, let's say Level 3 and 4, to the entrance stairs where the ritual is currently taking place! Now the ability to do this isn't known by characters, but if, as the DM, you'd like to 'push' the characters with the spell and then give them an easier 'out', you can have an NPC direct them to the ability.

The second way to 'jump' is to utilize the Amber Door located in the mini-adventure CRK B6, The Secrets of the 7th Level of Roslof Keep! Normally, this door would be discovered on the 5th Level of the Kasbah Dungeon (Folio #24), but if you want to switch its location with the Amber Door on this level (CRK B5, Keeper of the Lost City) you can do so, and then push that mini-adventure to a later level. Whatever the case, if the characters enter the Roslof Dungeon and defeat the partial level (inside the mini-adventure), they can then race back out of Roslof Keep, teleport back to the Kasbah at Tiefon, and re-enter the Kasbah Dungeon from above, obviously surprising the ritual makers in the process.

In either scenario, the characters won't have to fight their way through untold monsters that would surely kill them before they reached the surface.

The Actual Spell

How the ritual magic actually manifests and what wrinkles you as the DM choose are really up to you, but I'll provide a 'basic' guide that I've used when putting these spells into play. Like the Kasbah Assassins, this spell will manifest successively, beginning to throw tougher and tougher monsters at the characters as they go to deeper levels of the dungeon.

I would have the beasts resemble the 'monstrosities' of the Kasbah Assassins module, which might also give the party a clue as to their design. I've chosen three monsters, the two primaries are the Shade of Nightmares and the Greater Tentacle Beast, but if the party needs 'pushed back' then utilize the provided Reaper of Night as you like.

Remember, this ritual is meant to slay anything in the dungeon, and begins on the 1st level and slowly 'creeps' down. Thus, the party might begin to get jumped by 'scout units' consisting of shades of nightmares. These attacks will occur in every hall the party moves into, and soon be backed by a greater tentacle beast. A group of greater tentacle beasts will lurk around each stair, supported by shade of nightmares. If the party moves too easily upward, you could then begin throwing the two lesser monstrosities at them backed by reapers of night.

This creature is made of shadow-stuff and will have a strange aura of red light that has little screaming skulls whipping through it. It boasts two long 'shadow blades' that it attacks with. Depending on how you are trying to press the party, I suggest 2-4 of these at any encounter point.

Monstrosity #1 'Shade of Nightmares' [AC 2, HD 12, HP 84, #AT 2, D 2-16 (Shadow Blades), Shadow Stuff (25% Miss Chance on all attacks against it)] EXP: 3,344

TREASURE

None

Monstrosity #1 'Shade of Nightmares' [AC 18, HD 12d10+24, HP 84, Initiative +7, #AT 2, Hit +4, Dam Shadow Blades 12 (2d8+4), Multiattack, Shadow Stuff (disadvantage on all attacks against it)]

STR: 18 (+4) INT: 10 (-) WIS: 10 (-)

CON: 14 (+2) DEX: 18 (+4) CHA: 10 (-)

CR: 9 EXP: 5,000 Type: Large Aberration

This creature is a hulking mound of hard flesh that has a mass of eight tentacles on its back. It walks on all fours and attacks by use of sonar as it has no eyes. Grunts from its mouth bounce off targets and provide it with 'vision', thus it can see invisible creatures. It will also have a red aura with the same screaming skulls flashing around it.

Monstrosity #2 'Greater Tentacle Beast' [AC 4, HD 20, HP 136, #AT 8, D 1-12 (Slam), Otherworld Impact (save vs. petrification or be stunned 1 round)] EXP: 12,680

TREASURE

None

Monstrosity #2 'Greater Tentacle Beast' [AC 16, HD 20d12+6, HP 30, Initiative +3, #AT 2, Hit +4, Slam 14 (2d8+6), Multiattack (8 Tentacles), Otherworld Impact (DC 15 Constitution or be stunned 1 round)]

STR: 22 (+6) INT: 10 (-) WIS: 10 (-)

CON: 18 (+4) DEX: 13 (+1) CHA: 8 (-1)

CR: 14 EXP: 11,500 Type: Large Aberration

The final beast the ritual can summon is the deadly reaper of the night. This black humanoid has glowing red eyes, stands eight feet tall, and carries a massive blade of black energy six feet in length. The reaper is surrounded by a red aura, and screaming skulls dance within the glow.

Monstrosity #3 'Reaper of the Night' [AC 4, HD 22, HP 154, #AT 3, D 2-20 (Dark Blade), Scything Blow (if attack succeeds by more than 4, automatically get an attack on any other enemy in a 10' radius), Dark Blade (save vs. spell or take an additional 3-18 points of negative energy damage)] EXP: 15,990

TREASURE

None

Monstrosity #3 'Reaper of the Night' [AC 16, HD 22d10+110, HP 220, Initiative +4, #AT 3, Hit +9, Dam Dark Blade 15 (2d10+5), Scything Blow (if attack succeeds by more than 4, automatically get an attack on any other enemy in a 10' radius), Dark Blade (DC 15 Constitution or take an additional 9 (3d6) points of negative energy damage)]

STR: 20 (+5) INT: 10 (-) WIS: 10 (-)

CON: 20 (+5) DEX: 20 (+5) CHA: 8 (-1)

CR: 15 EXP: 13,000 Type: Large Aberration

The Amber Doors

There is a single Amber Door on this level of the dungeon, and it should give access to the mini-adventure CRK B5 Keeper of the Lost City; however, if the DM wishes to switch out that mini-adventure, they can feel free. No other special doors are within this dungeon level. This Amber Door is located in the hall just below Room 7 on the map.

The Slime

The primary catalyst for placing the characters in an uncomfortable situation within Level 4 of the Kasbah Dungeon is the advent of slime. The slime covers most rooms within the dungeon level, and there are three distinct types of slime within that the characters must learn to deal with as they navigate this dungeon level.

The slime in each room cannot be destroyed by normal means. Casting a fireball into the room will blacken the slime and destroy a 10x10 area for only 1d4 rounds as the slime quickly regenerates itself.

When a character is in a room with slime, they will receive the following negatives to any actions taken on top of the specific slime properties below, unless they have some kind of 'free action' magical ability.

-1 to all Attack Rolls

Natural Attack Roll of 1, 2, or 3: the weapon slips from your hand and flies 1d10 feet, and a Search check (3 in 6) [DC 13 Perception] will be required to find it in the slime.

10% spell failure on all material-based spell casting ¾ movement rate

Green Slime

This slime is the most common in this level of the dungeon, and it has the ability to not only slow the party down, get everywhere, and be gross, it loves nothing more than getting into a character's lungs and dissolving them. For that reason, some type of facial protection will be required on this level of the dungeon, specifically something that covers the mouth, and if magical, all the better.

Primary

(Lung Infection) Each round characters spend in a green slime area, they must make a successful saving throw versus poison [DC 13 Constitution] or have the slime splash, leap, or slither into their mouths and down their throats. Once inside the body, the slime will cause 1-4 points of Constitution damage per round unless somehow expelled (Cure Disease or better magic, or something that can suck/pull the stuff out like Telekinesis).

Defense

Any mask will stop the slime from getting into a character's mouth; however, a mundane mask will begin to deteriorate as the slime slowly consumes/breaks it down. A mundane mask lasts for 1-4 hours before it gives way to the slime. A magical mask (as can likely be shopped for in the Outpost, DM may determine the cost), will stop all need for saving throws as long as it is on. However, anytime a character is in a melee combat situation, a Nat20 by the enemy will dislodge the mask from the wearer's head.

Reddish Umber Slime

The second most common slime in the dungeon is the reddish umber. It has an acidic nature and will consume all organic material it can touch.

Primary

(Acid Damage) As long as a character is in a chamber with this slime, they take 1 point of damage per round, no saving throw.

Defense

Any type of elemental protection (acid) will stop the effects of the slime for the duration of the magic.

Grey Slime

Although the least common of the slime in the dungeon, this is likely the deadliest. Any living creature coming in contact with this slime will slowly begin to have its life force sucked away.

Primary

(Necrotic Damage) Each round the character is touched by this slime, they must make a saving throw versus magic **[DC 14 Constitution]** or take 1 point of Constitution damage. This damage is not permanent and is recovered at 1 point per 10 minutes of rest; however, if the character falls to zero Constitution, they become a kind of slime zombie.

Defense

Any type of elemental protection (necrotic/negative energy) will stop the Constitution loss.

DM Suggestion

I think I've gone over a lot of information above, but just as an aside, this level is meant to repeat the kind of misery the characters in Roslof Keep felt on the submerged level. Be sure to keep them in constant awareness of the disgusting nature of the level, and wherever slime can get to, be sure to let them know it is squishing around there as they move. Otherwise, the dungeon level is pretty straight forward.

Ril Crystal Cost

All doors in each of the dungeon sections require 800 ril crystals to pass through.

Kasbah Dungeon Level 4

The Realm of the Slimes!

1. Slime Stair Entrance

This large stairwell descends into the madness of oozing and dripping slime. The slime runs from shades of deep green to reddish umber and coats the floor, walls, and ceiling of the entrance octagon. There are no discernable paths through the slime to either of the four doors that surround the stair (north, south, east, and west), and each door is covered with the putrid stuff.

This is the main entry chamber. The entrance leads in all directions from the stair, letting characters go to the north, south, east, or west. Once players enter the room, they will be subject to all the slime traits from above.

Slime Strains

Green + Reddish UMBER

1A. Slime Chandelier Chamber

Slime, reddish in hue, drips down in long streamers from the grand chandelier in this twenty-foot-square room. Light burns from the chandelier although from what source it is difficult to say. There are three doors in this room—one set into each of the east, south, and west walls—and all are painted lime green and splashed with reddish slime.

This northern chamber has exits on the east and west wall, each leading to a hall with a pit trap.

Slime Strain

Reddish UMBER

Western Trap

As with every hall on this level, a six-inch layer of dusky green and grey slime sits, inching up the walls like living fingers. A ten-by-ten-by-ten cubed hole is cut in the floor here, and anyone falling into it will be engulfed by slime.

Slime Strain

Green + Grey

Eastern Trap

Identical to the Western Trap.

Slime Strain

Green + Grey

Amber Door

A rune-covered Amber Door, glowing slightly, rests at the end of this hall.

2. Room of Cool Flames

Blue flames lightly burn on the floor of this twenty-foot-square chamber, and the walls are decorated with paintings depicting blue flames. A dusky green door is set in each of the walls of the square room.

Once a character enters the room, they will be consumed by a blue fairie fire, causing no harm, but destroying any slime that clings to their body. From the entry, there are three doors in this room, going north, south, and west.

3. Chamber of Emerald Glyphs

The black walls of this twenty-foot-square chamber are covered with lime green glyphs and arcane circles, including the floor and the ceiling. Golden-hued doors stand in all four of the black walls of the chamber.

This room is actually covered in a type of grey slime that blends with the black walls and feeds off the green glowing glyphs. Once characters enter, their feet will be covered in a two-inch layer of grey slime.

Slime Strain

Grey

4. Chamber of the Vomiting Face

This larger thirty-by-thirty-foot room has a deep purple floor and walls that ooze a lime-green slime. Along the northern wall, there is a man's bearded face etched in the wall that 'vomits' out green slime in large puddles on the floor. The room is punctuated with two doors, both are painted violet, one on the south wall and one on the east.

This green slime chamber is set with an ooze belching façade. Other than the green slime, which likes to slither like a living thing seeking entrance into a person's mask, this chamber has no monsters in it.

Slime Strain

Green

5. Slime Serpent

As the door opens, reddish umber slime pours out over your boots, yet maintains a thigh-high (for a human) height within. A single door rests on both the east and west walls, and bubbles occasionally seep to the surface of the thick slime.

Beneath the level of high slime in this room, which one kind of steps down into, there is a slime serpent. It will slither through the murk and attempt to drag members of the party beneath the surface.

Slime Strain

Reddish UMBER

1 Slime Serpent [AC 1, HD 12, HP 72, #AT 1, D 7–42 (Bite), Coil (if bite hits, the target takes another 3–30 points of crush damage and is grappled at Strength 19) (EXP: 3,470)]

TREASURE

800 ril crystals

1 Slime Serpent [AC 16, HD 12d12+60, HP 132, Initiative +5, #AT 1, Hit +10, Dam Bite 20 (5d6+5), Coil (any target struck by the bite must make an Escape DC 20 or be crushed for an additional 12 (2d8+5) damage)]

STR: 20 (+5) INT: 10 (–) WIS: 10 (–)

CON: 20 (+5) DEX: 14 (+2) CHA: 8 (–1)

CR: 9 EXP: 5,000 Type: Huge Beast



6. Chamber of Broken Pillars

Four large square black basalt pillars have crumbled around the floor of this room, leaving most of the floor obscured in debris. No slime is present here, but red lichen does cling to the corners of the walls. Two doors are within: one on the west and one on the south walls.

The red lichen in the room is a type of reddish umber spore. When characters move about the room, red dust fills the air, making breathing difficult. Anyone who fails a saving throw versus poison **[DC 14 Constitution]** will take 1–4 points of damage per round they remain in the chamber.

7. Den of the Slime Treant

Within this large square chamber, a high vault in the ceiling provides room from a massive, slime-covered tree to stand. Its dark branches reach out toward the corners of the room, dripping slime into every corner. Two doors flank the tree, one on the south wall and one on the west.

This room is home to an ancient treant that has been completely corrupted by slime. Once the characters have moved inside, they will be attacked by the slime spreading limbs. The Slime Splatter ability of the slime treant affects everyone in the room, once per round.

Slime Strain Green

1 Slime Treant [AC -1, HD 17, HP 112, #AT 3, D 4–24 (3 Slams), Slime Splatter (Flesh Consuming, 3–12 per hit unless saving throw vs. paralyzation is made)] (EXP: 8,960)]

TREASURE 1,000 ril crystals

1 Slime Treant [AC 18, HD 20d12+100, HP 230, Initiative +5, #AT 2, Hit +14, Dam Slam 30 (6d6+9), Multiattack (2 Slams), Slime Splatter (DC 16 Dexterity or take an additional 9 (3d6) acid damage on a successful hit)]

STR: 29 (+9) INT: 12 (+1) WIS: 16 (+3)

CON: 21 (+5) DEX: 8 (-1) CHA: 8 (-1)

CR: 13 EXP: 10,000 Type: Huge Plant

8. Chamber of Curtains and Breezes

A cool breeze somehow blows in this large chamber, and drifting white silk curtains blow about the walls as though covering windows. Eight sleeping mats cover the floor, and three bottles of wine rest near them.

This is one of two chambers in the level that provides some respite to the slime. Once players enter the room, the slime that is covering them begins to dry out and then blows away in the breeze that flows through the room. No monsters are within, and every three hours spent in the chamber replicates a sunset and sunrise with a false light in the chamber.

9. The Lair of the Slime Swimmers

The 'floor' of this massive chamber is more like a slime 'lake' some forty-by-fifty feet with a depth waist high to a human. Ripples slowly move through the slimy surface, making the green and umber coloring shimmer in the light of glowing lamps that rest in the ceiling. Four doors, two each on the east and west walls, finish this room.

Much like Room 5, this is a 'step down' chamber that has around 3 to 4 feet of slime covering its uneven floor. Within the slime are beings known as slime swimmers. They are goblin-like creatures that have been crossed with fish. They will surround a single party member (four to a member) and attack as a group.

Slime Strain Green

9 Slime Swimmers [AC 4, HD 7, HP 32, #AT 3, D 1–8/1–8/2–12 (Claw/Claw/Bite), Slime Swimming (As long as these creatures are at least partially submerged in a layer of slime, they are considered to have a 30% miss chance on all standard attacks against them.)) (EXP: 920)]

TREASURE
400 ril crystals (each)

9 Slime Swimmers [AC 16, HD 7d8+14, HP 42, Initiative +4, #AT 3, Hit +4, Dam Claw 5 (1d6+2) Bite 8 (2d6+2), Multiattack (2 Claw/1 Bite), Slime Swimming (All standard attacks made against these creatures while they are moving in slime are considered to be at disadvantage.))]

STR: 14 (+2) INT: 10 (–) WIS: 8 (–1)
CON: 14 (+2) DEX: 14 (+2) CHA: 8 (–1)
CR: 3 EXP: 700 Type: Medium Humanoid

10. Lair of the Slime Worm

The floor in this room slopes gently down from the door until it disappears in a greyish pool of slime that takes up the eastern half of the chamber. Dozens of small fireflies play about the interior, giving the grey slime a luminous essence.

Within the slime pool at the far side of the room is a massive slime worm. The creature will erupt from the pool once a character comes within 10' of it, attacking anything it can see.

Slime Strain Grey

1 Slime Worm [AC 1, HD 12, HP 72, #AT 1, D 4–40 (Slam), Toxic Slime (The very essence of this creature emits a highly poisonous slime, and anyone struck by its slam attack must make a saving throw vs. poison at –3 or take another 2–24 of poison damage each round until the saving throw is made.)) (EXP: 3,470)]

TREASURE
800 ril crystals

1 Slime Worm [AC 16, HD 12d12+60, HP 132, Initiative +5, #AT 1, Hit +10, Dam Slam 17 (3d8+5), Toxic Slime (Any target struck by the slam must make and DC 16 Constitution saving throw or be poisoned for an additional 8 (2d8) damage per round until the save is made.))]

STR: 20 (+5) INT: 10 (–) WIS: 10 (–)
CON: 20 (+5) DEX: 14 (+2) CHA: 8 (–1)
CR: 9 EXP: 5,000 Type: Huge Beast

11. Lair of the Slime Ogres

Three great slime-covered ogres, each seated upon a slimy bone throne, dominate the center of this room. One carries a great axe, one a spiked club, and another a barbed trident.

The hall of the slime ogres is a simple fight, each rising to attack those entering their domain. They are covered in green slime, and their eyes bulge with yellow puss that spills down their cheeks.

Slime Strain Green

3 Slime Ogres [AC 5, HD 10, HP 60, #AT 2, D 3–12 (Large Weapon), Slime Armor (The slime covering their bodies makes them tough to hit, creating a 30% miss chance.)) (EXP: 2,940)]

TREASURE
800 ril crystals, 1,800 GP stuffed in bags inside their thrones, as well as
17 Potions of Extra Healing [Greater Healing],
and a Staff of Power (18 Charges)

3 Slime Ogres [AC 15, HD 10d12+40, HP 100, Initiative +2, #AT 2, Hit +7, Dam Large Weapon 12 (2d8+4), Multiattack (2 Large Weapon), Slime Armor (Any physical attack against a slime ogre is considered to be at disadvantage.))]

STR: 19 (+4) INT: 8 (–1) WIS: 7 (–2)
CON: 18 (+4) DEX: 10 (–) CHA: 7 (–2)
CR: 7 EXP: 2,900 Type: Large Giant

12. Dry Chamber of a Wyvern Skeleton

This room is dry, the floor made of coppery earth, and a half-exposed skeleton, likely of a wyvern, rests in the center of the room. Three glowing amber globes float above it.

There is no slime in this room, but it also has no healing effects on those who enter as it is more a waystation (because it isn't a 'cleaning room' so the slime remains on those within that they have carried from other rooms. The wyvern is harmless, but a search [DC 16 Perception] of the chamber will reveal there are white diamond crystals in it, a total of 25, each worth 100 GP.

The amber globes just shed light on the room in an shadowy fashion, but have no other effect.

13. Slime Bath of the Rotting Nymphs

The tile floor of this large chamber is covered in reddish slime that slithers up to the lip of a once-grand swimming pool at the western side of the room. Within the pool, covered in a layer of umber slime, the heads of several elven looking women slowly move about as though swimming.

This chamber was once resplendent but now has fallen. A half-dozen nymphs still swim in the pool, but they have become completely overtaken by the umber slime. Utilizing their Slime Enchantment ability, the nymphs can defend the room and will do so aggressively.

Slime Strain Reddish UMBER

6 Rotting Nymphs [AC 5, HD 5, HP 25, #AT 1, D 1–8 (Claw), Slime Enchantment (The nymph can command the slime around her to attack, causing 3–18 points to one target each round, no saving throw.)) (EXP: 1,310)]

TREASURE
400 ril crystals (each), 190 platinum discs, each worth 15 GP, are scattered at the bottom of the pool.

6 Rotting Nymphs [AC 15, HD 5d8+10, HP 30, Initiative +2, #AT 1, Hit +4, Dam Claw 5 (1d8+1), Slime Enchantment (The nymph can 'attack' by asking the slime around a target to pummel the victim, causing 17 (3d8+5) damage [Recharge 3–6].)]

STR: 13 (+1) INT: 12 (+1) WIS: 10 (–)
CON: 15 (+2) DEX: 14 (+2) CHA: 18 (+4)
CR: 2 EXP: 450 Type: Medium Fey

14. Slime Trolls

Slime 'towers' have formed throughout the room, giving the impression of oozing pillars. Bubbles of green slime rise from the floor, splattering everything around them as they pop, covering the floors of the chamber in a slick two-inch pool of the stuff.

The corruptive power of the green slime has taken over four massive trolls that dwell within this chamber. Each troll lives within one of the slime towers and is incredibly hard to spot (1 in 6) [DC 17 Perception] for those who are searching through the chamber. Once the party is inside, the trolls (if not yet spotted) will slide out of the towers and attack.

Slime Strain Green

Vulnerabilities still include Fire and Acid; however, these attacks only do half damage (but do negate regeneration for any round they are applied).

4 Slime Trolls [AC 4, HD 12, HP 72, #AT 3, D 2-8/2-8/2-12 (Claw/Claw/Bite), Slimy Regeneration (Utilizing slime as a healing agent, the trolls' regeneration is doubled to 6 hit points per round.)) (EXP: 3,840)]

TREASURE

800 ril crystals, +3 Black-Steel Halfling Platemail of Free Action

4 Slime Trolls [AC 15, HD 12d10+60, HP 120, Initiative +4, #AT 3, Hit +7, Dam Claw 11 (2d6+4) Bite 11 (2d6+4), Multiattack (2 Claws/1 Bite), Slimy Regeneration (Utilizing slime as an added healing agent, the troll now regenerates 15 hit points per turn.))]

STR: 18 (+4) INT: 7 (-2) WIS: 9 (-1)
CON: 20 (+5) DEX: 13 (+1) CHA: 5 (+3)
CR: 7 EXP: 2,900 Type: Large Giant



15. Slime Priestess

A green fire burns in a hearth in the eastern wall of this room carpeted by green slime. A fair-haired, pale-skinned woman rests upon black furs set before the fire, her eyes matching the emerald flames that flicker behind her.

The slime priestess utilizes the same spell power template that can be found in The Folio of Fiendish Monsters. When the party enters, she will immediately begin summoning oozes to assist her, hoping to create a wall of ooze so that she can then cast spells at her leisure.

Slime Strain Green

Slime Priestess [AC 5, HD 10, HP 50, #AT 1, D 1-4 (Bone Dagger), Slime Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 8d6 acidic slime darts) or in healing (8d6 slime regeneration) or summoning (up to 8d6 in the oozes) per turn. This power can be broken up between any of the three options in a single turn). Charm (The priestess can utilize a powerful Charm ability (as spell) to win male servants to her side. This effect fades immediately if the witch attacks any of the charmed individual's allies.)) (EXP 1,780)]

TREASURE

700 ril crystals. She carries a Ring of Protection +2 and a Cloak of Protection +1

Slime Priestess [AC 15, HD 8d8+24, HP 48, Initiative +3, #AT 2, Hit +3, Dam Bone Dagger 4 (1d4+2), Slime Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 8d6 acidic slime darts) or in healing (8d6 slime regeneration) or summoning (up to 8d6 in the oozes) per turn. This power can be broken up between any of the three options in a single turn). Charm (The priestess can utilize a powerful Charm ability (as spell) to win male servants to her side. This effect fades immediately if the witch attacks any of the charmed individual's allies.))]

STR: 15 (+2) INT: 18 (+4) WIS: 18 (+4)
CON: 16 (+3) DEX: 15 (+2) CHA: 20 (+5)
CR: 5 EXP: 1,800 Type: Medium Humanoid

16. Sanity Chamber

The crisp, clean air of this chamber is reflected on smooth white stone walls. Several down mats are on the floor to the south, and a cabinet filled with towels rests on the northern wall. A white curtain hangs in the middle of the eastern wall, and falling water can be heard behind it.

Much like Room 8, this is the second of the 'bastion' rooms in the dungeon. Once characters enter, they can disrobe and take a wonderful shower in the sub-room behind the curtain, relaxing here as long as they choose. After several minutes, bowls of fruit will appear in the chamber, as well as crystal goblets of wine and water.

17. Crimson Vapor Trap

The floor of this room is covered in green-lined circles, each steaming a bit of crimson vapor into the air.

Anyone entering the room will find the vapor lethal to any slime that is on them; however, after three rounds of exposure, the vapor will attack the characters' lungs! The trap is -15% to Detection [DC 19 Perception] and delivers 2-12 [6 (2d6)] points of acid damage to everyone within the room per round. Also, the door will slam closed after two rounds (before the third round begins), and lock. Opening it will be at -15% [DC 19] but can be attempted each round.

18. Frozen Slime Hall

This entire chamber is frozen solid, including spires and shafts of slime that were once dripping from the ceiling or rising from the floor. A light mist swirls through the room, and somewhere within, a raspy breathing can be heard.

A frost giant lord was in residence here before the creeping slime managed to overcome his frosty resistance. Now, he carries the frozen slime upon his body, the icy green fiber adding to his armor class.

Slime Strain Green (Frozen)

1 Frost Giant Lord [AC 1, HD 15, HP 97, #AT 1, D 7–42 (Greatsword), Frost Bolt Strike (1 Ice Bolts, doing 15–90 points of damage, save vs. magic for half)] (EXP: 5,940)]

TREASURE

800 ril crystals. Frozen on his belt are a pair of Gauntlets of Ogre Power.

1 Frost Giant Lord [AC 16, HD 20d12+100, HP 230, Initiative +5, #AT 2, Hit +14, Dam Greatsword 30 (6d6+9), Multiattack (2 Greatsword), Frost Bolt Strike [Recharge 5–6] (500 range ice bolt that does 54 (12d8), DC 17 Dexterity for half)]

STR: 29 (+9) INT: 16 (+3) WIS: 18 (+4)
CON: 20 (+5) DEX: 14 (+2) CHA: 18 (+4)
CR: 13 EXP: 10,000 Type: Huge Giant

19. Sun Ceiling Vortex

Wind swirls around this twenty-foot-square chamber, sucking everything less than five pounds up into a bright vortex that gleams like the midday sun in the ceiling of the chamber. This leaves the room bare (including slime), with three bright orange doors on each of the east, north, and west walls.

This is the southern exit to the main entry chamber, and it will suck and burn any slime that is on the characters once they enter. Otherwise, this chamber is not something that causes damage to the party.

20. The Slime Membrane

Slowly pulsing, almost like it is breathing, is a great green slime bubble that fills the better part of this large and oddly shaped chamber. Whatever it covers is impossible to discern from entry.

There is nothing of particular threat in this chamber, but the membrane is covering up sub-levels that will need to be ‘conquered’ for this room to be considered ‘clear’. Anyone who approaches the membrane will notice that it has a bit of transparency to it, and if you touch it, your hand will slide into it, allowing for passage. The hardest part here will be how to navigate getting through the membrane without taking either A: Falling Damage, as it is 20 feet to the membrane floor of level 20A, which stiffens to a solid until the titans are defeated, thus causing 2–12 [6 (2d6)] damage to anyone falling through, and B: Dealing with the sucking nature of the membrane that will attempt to strip the mask off anyone moving through it (save vs. petrification to avoid) [DC14 Escape check]. Once the party moves through, it will be in Room 20A.

Slime Strain Green

20A. Chamber of the Slime Titans

As the slime membrane gives way, you are dropped into a ‘pocket chamber’ sixty feet at its longest and thirty feet along each side. The floor is another membrane, this one reddish umber. Along the east and west sides of the room are two fleshy and slimy ‘mounds’, but what they are is difficult to discern from distance.

There are two slime-infested titans in this room, and they attack anyone passing through the membrane and entering their domain. The membrane floor (reddish umber slime) is solid until the titans are destroyed, then it becomes unsolid enough to allow the players to pass into Room 20B.

Slime Strain Reddish UMBER

2 Slime Titans [AC 0, HD 16, HP 103, #AT 1, D 3–36 (Greatsword), Magic Resistance 45%] (EXP: 6,470)]

TREASURE

800 ril crystals (each), various golden bracelets and jewelry worth 10,000 GP per titan but weighing twice that value in standard GP weight.

2 Slime Titans [AC 20, HD 16d12+80, HP 176, Initiative +5, #AT 2, Hit +14, Dam Greatsword 27 (5d6+9), Multiattack (2 Greatsword), Magic Resistance (at advantage on saving throws against all magical spells)]

STR: 29 (+9) INT: 16 (+3) WIS: 18 (+4)
CON: 20 (+5) DEX: 14 (+2) CHA: 18 (+4)
CR: 13 EXP: 10,000 Type: Huge Giant

20B. Chamber of the Dark Gods

Passing through the umber slime layer, you drop twenty feet onto another slime membrane, this one a dusky grey in color. This ‘chamber’ is larger than the one above and cut with angles instead of the squared lines you saw in the first. Within two alcoves, one north and one south, darkness impenetrable to the naked eye lurks, with black tendrils, like roots, slithering along the walls just outside the alcove.

Within this chamber (again, located twenty feet below the membrane of Room 20A) is a creature that has some connection to the benders (perhaps even having had magical items the characters have had stolen by bender scouts delivered here, and thus, the now-mundane items would lay about the floor). The creature is little more than a mass of long writhing tentacles that drain Strength from its victims as the grey slime of the chamber drains Constitution. The slime membrane here that consists of the floor is solid until the dark god tentacles are destroyed, then the characters can pass through into Room 20C.

Slime Strain Grey

10 Dark God Tentacles [AC 5, HD 10, HP 50, #AT 1, D 2–24 (Slam), Numbing Touch (The otherworld essence of the creature drains 1 point of Strength on each successful hit, no save, although the Strength will return in 2–8 minutes after contact.)] (EXP: 2,750)]

TREASURE

500 ril crystals (each)

10 Dark God Tentacles [AC 15, HD 10d10+20, HP 70, Initiative +4, #AT 1, Hit +7, Dam Slam 14 (2d10+4), Numbing Touch (The otherworld essence of the creature drains 1 point of Strength on each successful hit, no save, although the strength will return in 4 (2d4) minutes after contact.)]

STR: 19 (+4) INT: 7 (-2) WIS: 7 (-2)
CON: 15 (+2) DEX: 14 (+2) CHA: 7 (-2)
CR: 13 EXP: 10,000 Type: Huge Giant

20C. Chamber of the Dread Wyrms

Sliding through the grey slime barrier, you drop thirty feet onto a slimy floor of dark flagstones cut with bright green slashes beneath the slime. Mist hangs heavy on the floor of this massive vault, and a shaft some forty feet wide leads into darkness to the south.

The Dread Green Dragon is the final ‘boss’ of this dungeon and should be treated as such by the DM. The chamber in which it lives is large enough for a strong fight, and again, the characters will be subject to the negative effects of fighting in slime as more green slime dwells here.

Remember, this chamber is also 30 feet below Room 20B, so adjust falling damage accordingly if characters are dropping down here.

Although the dragon doesn’t have a vast hoard, it does allow the characters access to the silver key, which is the item required to open the secret door in Room 25 that grants access to the stair leading to Level 5 of the dungeon.



Slime Strain Green

1 Dread Green Dragon [AC 2, HD 15, HP 103, #AT 3, D 1-8/1-8/2-20 (2 Claw/1 Bite), Poison Breath (90-foot cone, as current hit points for damage, ½ if saving throw is made), Fear (as magic-user spell)] (EXP: 7,940)]

TREASURE

2,200 ril crystals. On one claw he wears a Ring of Protection +3.

1 Dread Green Dragon [AC 21, HD 22d20+154, HP 385, Initiative +6, #AT 3*, Hit +15, Dam Claw 22 (4d6+8) Bite 19 (2d10+8), Multiattack (2 Claw/1 Bite), Poison Breath [Recharge 5-6] (90-foot cone that does 77 (22d6), DC 22 Constitution for half), *Frightful Presence (DC 19 Wisdom or become frightened (may use this attack each round))

STR: 27 (+8) INT: 20 (+5) WIS: 17 (+3)

CON: 25 (+7) DEX: 12 (+1) CHA: 19 (+4)

CR: 22 EXP: 30,000 Type: Gargantuan Dragon

TREASURE DOOR

Beyond is a single pedestal that holds a silver key suspended in blue light.

21. Slime Tentacle Chamber

A deep umber slime covers the floor of this room to a depth of one foot, and within it, movement, in subtle waves, can be seen.

As a precursor to what the characters will encounter in Room 20B, a single otherworldly tentacle, something spawned from the bender plane, lurks within this slime. It attacks like a serpent, slamming targets and draining their Strength with its touch.

Slime Strain Reddish Umber

1 Dark God Tentacle [AC 5, HD 10, HP 50, #AT 1, D 2-24 (Slam), Numbing Touch (The otherworld essence of the creature drains 1 point of Strength on each successful hit, no save, although the Strength will return in 2-8 minutes after contact.)) (EXP: 2,750)]

TREASURE 500 ril crystals

1 Dark God Tentacle [AC 15, HD 10d10+20, HP 70, Initiative +4, #AT 1, Hit +7, Dam Slam 14 (2d10+4), Numbing Touch (The otherworld essence of the creature drains 1 point of Strength on each successful hit, no save, although the Strength will return in 4 (2d4) minutes after contact.))

STR: 19 (+4) INT: 7 (-2) WIS: 7 (-2)

CON: 15 (+2) DEX: 14 (+2) CHA: 7 (-2)

CR: 13 EXP: 10,000 Type: Huge Giant

22. Air Trap

This room seems like it is another 'air vent' chamber, with a dozen blue-lined holes in the dark floor that jet air upward.

While this room will initially feel like a 'safe chamber' with excess slime being stripped off the characters, the wind will grow violent in 2 rounds, triggering a massive air funnel, sweeping the door closed and whipping all characters around in the chamber like balls in a bingo roller. Once the door is closed, only a successful Open Doors check will get it to open (assuming a character can get to the door!) [DC 17 Strength]. Anyone inside the room must make a successful saving throw vs. petrification [DC 15 Strength] or take 3-12 [9 (3d6)] points of bludgeoning damage each round they fail the save and be flung about the room. Also, anyone weighing less than 150 lbs. will have a -2 to their save.

23. Flame Brothers

Heat blasts out into the faces of those opening the door, and a furnace burns deep within the southwest corner. Two great fire salamanders, both carrying flaming tridents, stand in deep conversation near the furnace as braziers of blue flame smolder near the door.

One of the more interesting encounters of the dungeon is within this room. For those players who were in the original Roslof Keep, they might well remember ‘The Flame Brothers’ from Level 1 of that dungeon. These two salamanders have been replicated by the Shard in this part of the dungeon, and because of their flaming nature, they are unaffected by the slime and actually HATE the stuff. When the characters enter their room, they will be working at a small furnace, spears close by, putting slime into the flames and laughing about it. If anyone has the ability to speak draconic, they can communicate with the brothers and will find them more than happy to join the party and help clear the dungeon of the slime infestation, having great fun burning anything they can along the way. Once the level is defeated, however, they will bow out of the party and return to their room. As the DM, I would suggest making the brothers comical and having them make lots of burning puns, but this is something you’d have to work up before the encounter.

2 Giant Salamanders [AC 5/3, HD 10, HP 60, #AT 2, D 2–12 (Flaming Spear), Body Heat (Anyone attacking the salamander in melee takes an additional 1–6 points of heat damage per attack.), +1 or better weapon to hit] (EXP: 2,705)]

TREASURE
800 ril crystals

2 Giant Salamanders [AC 15, HD 12d10+24, HP 90, Initiative +3, #AT 2, Hit +7, Dam Spear 13 (2d8+4) + 3 (1d6) fire damage, Tail 11 (2d6+4) + 7 (2d6) fire damage, Multiattack (1 Spear/1Tail), Grapple (Anyone struck with the tail must make a DC 14 Escape, suffering 7 (2d6) fire damage each round they are in the grapple.)]

STR: 18 (+4) INT: 12 (+1) WIS: 12 (+1)
CON: 15 (+2) DEX: 14 (+2) CHA: 12 (+1)
CR: 5 EXP: 1,800 Type: Large Elemental

24. Slime Bedchamber

A massive canopy bed is located at the center of this chamber, with slime dripping down from it. The floor is covered in a thin layer of reddish slime that coats a thick rug. A single mirror, about the size of a human being, is along the eastern wall, also covered in slime.

There is no particular threat in this chamber, save for the presence of slime.

Slime Strain
Reddish UMBER

25. Hall of Cleansing

Once the adamantine door opens, the room beyond is covered in a fine silver mist, and a table with a washbasin and pitchers of clear water rests in the eastern wall. Otherwise, the dusky walls of the chamber are covered in fine green tapestries.

Remember, the Adamantine Door to this room will be covered with an Azure Glow that cannot be breached until all the rooms in this level of the dungeon are cleared.

Secret Door

At the rear of the room (south) is a secret door. Although it can be discovered on a standard Search roll (1 in 6) [DC 16 Perception], the door is locked with an intricate and magically imbued lock that is -60% to open [DC 30] and can only be attempted once per 24 hours; otherwise, the door disappears. The only true way into it is by use of the silver key located beyond the green dragon in Room 20C.

26. Slime Anvil

Sitting at the center of the room is a slime-covered anvil, tongs and all. Nothing else is in the room, but slime coats all the surfaces.

The anvil is actually an ‘Anvil of Enchantment’, and anyone who places their melee weapon on it (must be made of metal in some fashion) receives a +1 enchantment bonus on top of their standard bonuses for 24 hours.

Slime Strain
Green

27. Crystal Golem

The crystalline walls of this chamber have been splashed with fluorescent green slime, giving the room a twinkling reflective aura. The full size of the chamber is impossible to discern as the crystal creates odd angles and reflections that give the chamber a feeling of infinite space.

Certainly one of the most annoying rooms in the dungeon, this crystal chamber is basically like trying to maneuver on glass that has been splashed with oil. All negatives afforded in the standard slime rules are doubled!

And, to make matters worse, there is a crystal golem inside the chamber that wants to slice the party to ribbons, so have fun!

Slime Strain
Green

1 Crystal Golem [AC -1, HD 17, HP 103, #AT 2, D 3–30 (Slashing Arm Blades), Spell Reflection (Any direct damage spell cast on the golem is turned back on the caster or a party member determined at random.), Spell Immunity (The golem is immune to all mind-affecting spells.), +2 or better weapon to hit] (EXP: 7,340)]

TREASURE
1,000 ril crystals

1 Crystal Golem [AC 21, HD 20d12+100, HP 230, Initiative +5, #AT 2, Hit +14, Dam Slashing Arm Blades 30 (6d6+9), Multiattack (2 Arm Slashes), Spell Reflection (All damaging spells are randomly turned back on the party.), Spell Immunity (immune to the effects of all mind-enchantment spells), Damage Resistance (nonmagical weapons)]

STR: 29 (+9) INT: 10 (–) WIS: 10 (–)
CON: 20 (+5) DEX: 14 (+2) CHA: 10 (–)
CR: 13 EXP: 10,000 Type: Huge Construct

28. Stairs Down

Crimson and black stairs lead down in the center of this massive black-stone chamber. A dozen greenish light lamps burn around the exterior, providing an odd light to the entire area.

You have successfully managed to clear this level, so congratulations because I made it to be one of the biggest pains in the ass ever!

T1. Crystal Shaft Trap

A dozen crystal-tipped spears are set in the wall behind this door and will fire into the hall if the door is opened.

The trap is -15% to Detection [DC 19 Perception] and delivers 6–36 [18 (6d6)] points to anyone struck by the projectiles. A saving throw versus dragon breath is required [DC 18 Dexterity] to avoid getting struck.

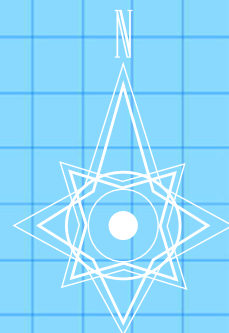
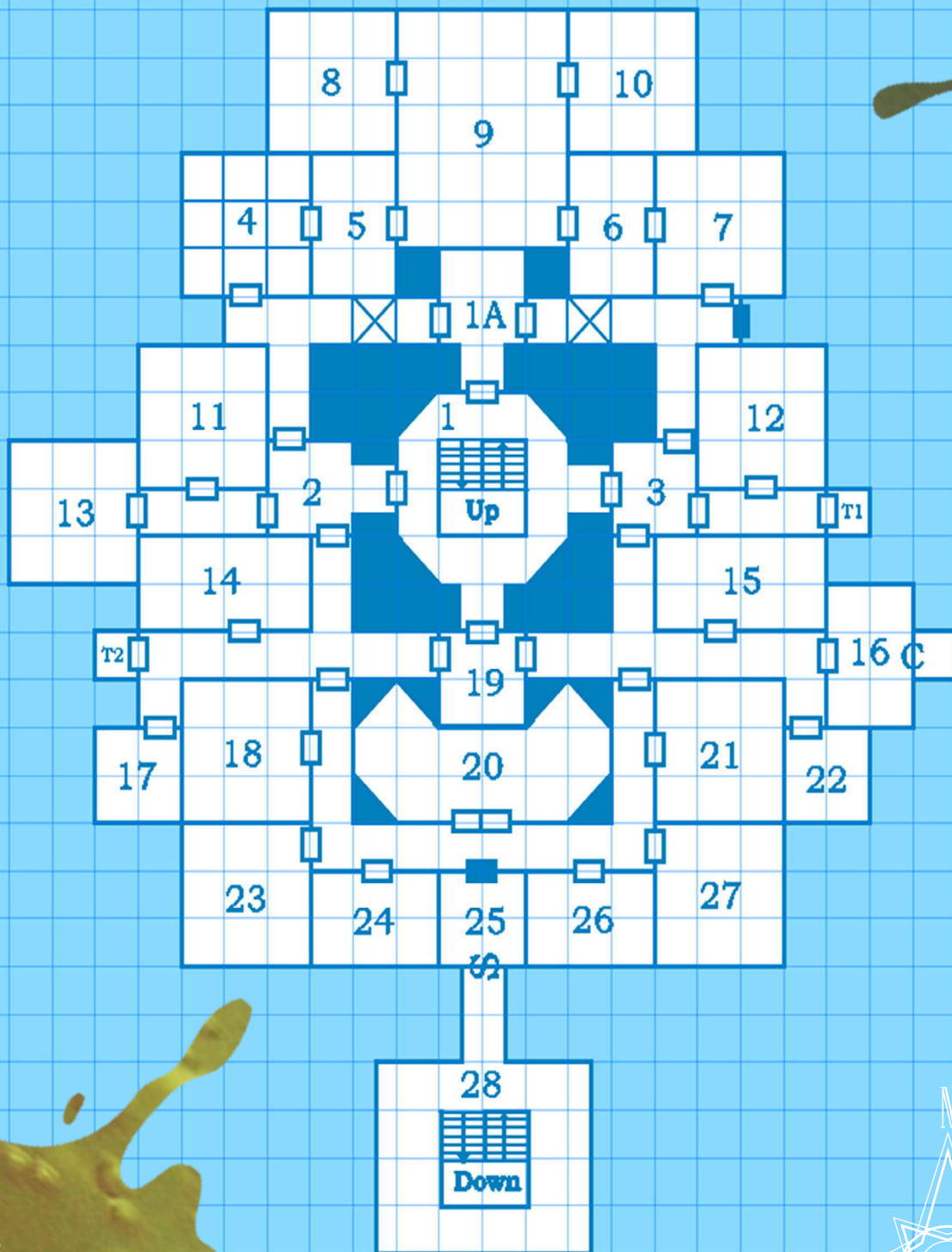
T2. Slime Trap

A massive ‘build-up’ of green slime is behind this door, ready to roll out in a wave if opened, sweeping down the hall.

The trap is -15% to Detection [DC 19 Perception] and delivers 6–48 [24 (6d8)] points of acid damage to everyone before the door when it opens, leaving a trail the width of the hall and 20 feet out from the door.

THE FOLIO

□ Door
S Secret Door



THE FOLIO

Mini-Module



CURSE OF ROSLOF KEEP CAMPAIGN

Gangs and Demons

Mini-Adventure CRK 4.5

by Scott Taylor

House Razuul and their Spell Weavers have begun to work sorcery within the Kasbah hoping to dismantle the Banner Companies before they can go into the dungeon, something that is well known. However, a new threat is about to take form from the magical house that might threaten the companies once they are within the dungeon, a development that no other House can allow! Can the Ivory Scimitar put a stop to these plans before they take shape, only time will tell?

Gangs and Demons is a companion adventure made to go along with the events transpiring in The Curse of Roslof Keep campaign. It is designed for 1E & 5E adventure mechanics and is for characters levels 12-15. This mini-adventure has everything a dungeon master needs to run an effective high level supplemental adventure in this setting.

Mini-Adventure CRK 4.5

Bangs and Demons

Characters Levels 12–15

The basis of this adventure revolves around the characters discovering the genesis of the Night of Skull (as witnessed firsthand by them in CRK 1.5). Here, they will have a chance to foil House Razuul's agents in bringing on a second surface Night of Skulls but will also discover that the agents have at least one such epic spell in reserve to be used at a later date (in the Kasbah Dungeon during Folio #23). As the DM, you will be responsible for providing clues to the characters of exactly what they have stopped and that the threat of a recurrence remains. Although this is something one would try to pin on House Razuul, they have been careful to avoid direct entanglements, so they will unfortunately be able to deny they had anything to do with this crime (hard evidence). Try not to frustrate the characters too much with this angle, but assure them that Omar (the primary NPC in the adventure) will not rest until he has some proof that House Razuul was involved in the kidnapping and murder of Interloper Ward citizens.

1. Primary Purpose: Provide the characters with the knowledge that some powerful magic will be used on them at a later date.
2. Secondary Purpose: Secure experience and relationships with the people of the Interloper Ward.
3. Time for Running: This module will typically be before the events of Folio #23 as it will set up what is to come in that adventure.

Dealing with 'Scenes' Instead of Standard Rooms

There is no dungeon in this mini-adventure, so I've not listed descriptions with each encounter point. Instead, you are going to have to create each scene from what happens within in, utilizing the characters' actions and the reactions of the NPCs. This might take a bit of prep work, especially if you want to build in more mystery detail at the Apothecary. However, keep in mind that the adventure is designed to be 'moved along', following a trail of clues until they find the Razuul compound and win the day for those victims still alive. Also, the underlying factors of the Night of Skulls should come into play here again, and the characters who participated in CRK 1.5 will recognize the nefarious and deadly nature of what is happening this evening (especially when they find the spell weavers at work). This should put the characters on edge, after knowing full well that another shoe will have to drop at some point soon.

Telling the Story

This mini-adventure is a 'hunt' for the first half, so you can have a good time with the characters trying to figure out what happened to the women and children, as well as getting in some good roleplaying with Omar and the NPCs of the Bright Tomorrow. There should be some 'chase' in this, running against time, and finally a simple combat slog at the end where the characters can have it out with some tough NPCs. However, this is also a rescue mission, so keep that in mind, playing on the stress of Omar, his worry, and how he has enlisted the characters to save those he loves.

Scene #1

A Cry for Help

The company will be disturbed by a heavy series of knocks on their door. Once open, they are confronted by a terrified Kasbah resident who says his wife and kids were taken by 'Men in Black'. Although wounded, he followed them to the Apothecary of Twelve Moons.

The resident is one Omar Ilquib, a day laborer in the Interloper Ward. He has heard of the various exploits of the Company of the Ivory Scimitar and believes they might help him. He is in terrible condition [1 Hit Point], but will insist on 'helping' the characters in whatever way he can. If they've never been to the Apothecary of the Twelve Moons, he can quickly lead them there.

The company can equip as needed and then move out (we assume); otherwise, if they wait, the trail will have grown cold (and to pursue further, they will have to go to the Bright Tomorrow).

Scene #2

Massacre at the Apothecary

Within, the proprietor, Kaleb Abduer, will be dead, as is his apprentice Shevar'an the Minotaur. However, his apartments above do not house the bodies of Omar's wife or three children.

This is a true tragedy for the Interloper Ward (and perhaps the characters if they knew Kaleb and Shevar'an). Doing some investigation reveals little other than a struggle between the two victims and several men. A ranger can utilize tracking, but a success only reveals that the men moved with several lighter victims to a place in the downstairs shop before disappearing (Dimension Door). From this point, either the characters will think of the Bright Tomorrow (if they have had interactions there) or Omar will bring it up, saying, "Anything that is known or unknown in the Interloper can be uncovered at the Bright Tomorrow."

However, it is also possible to utilize Contact Other Plane or some such magic to deliver a location clue, but this is up to the DM and players.

Scene #3

Tellers of the Future

Without a clue as to exactly what happened, the party should eventually turn to the Bright Tomorrow fortune teller (and information broker) who tells them that many have recently disappeared, all 'innocents' (women and children) in the past twenty-four hours, and some whisper that the 'Men in Black' come from an abandoned compound near the barracks of House Razuul.

If they arrive in the dead of night, Iwyn the Duel (a young woman with one blue and one brown eye) will take them beyond the entry into her parlor (beyond a red door) where she will deliver information. If they arrive the next day, the shop's owner, Amond O'Iban (a wrinkled shell of a man), will provide info. Either way, the cost will be 100 gold pieces.

Scene #4

Night Fight

When the party looks to travel to the Razuul compound, they will be ambushed by a party of dreaded Moonshadow Assassins, hoping to keep them from the compound before another dark spell can be cast.

This attack will happen one block from the Bright Tomorrow, and the assassins will utilize their Move Silently and Hide [Stealth] to get the drop on the party, hoping that poison and backstabbing attacks will force a retreat.

[8] Moonshadow Assassin [AC 5, HD 10, HP 40, #AT 1, D 1–4 (Poison), Backstab x4, Poison (save or take 3–30 points of poison damage), Hide in Shadows 60%, Move Silently 75%. EXP: 2,740]

TREASURE
None





[8] Moonshadow Assassins [AC 15, HD 10d8+20, HP 60, Initiative +9, #AT 1, Hit +9, Dam Dagger 7 (1d4+5), Sneak Attack 15 (5d6), Stealth +10, Poison (DC 14 Constitution or take 15 (3d10) damage)]

STR: 14 (+1) INT: 10 (-) WIS: 10 (-)

CON: 14 (+2) DEX: 20 (+5) CHA: 10 (-)

CR: 5 EXP: 1,800 Type: Medium Humanoid

Scene #5

Secret House Razuul Compound

They party must blast their way into the compound and then fight through the entry court to the main house.

The compound is surrounded by a heavy wall and iron-shod gate. To enter, they must find a way over the wall or blast through the gate (magically locked to prevent a Knock spell from working against it). If the characters cause too much damage (like Fireball or Lightning and such), they will draw the attention of the Interloper guards who will put an end to the attack, swarming the area and demanding some proof (which the characters don't have) for the assault on a property in the ward. Although the characters will be let off after a few hours, this is enough time for the spells to be complete and the compound abandoned (adventure failed).

Scene #6

The Black Guard

Within, the Black Guard have set an ambush for the characters, looking to stop the party from reaching the chamber of the Spell Weavers.

There are eight black guard mercenaries within the front garden of the compound. They have taken up defensive positions among the palm trees, hoping for the party to come in after them in smaller numbers, even one-on-one if possible.

[8] Black Guard [AC 0, HD 10, HP 70, #AT 2 (+2 hit), D (1-10)+5 (Two-Handed), Independent Fighter [1d4 extra damage when fighting multiple opponents without and ally within 5'. EXP: 3,127]

TREASURE

Two-Handed Sword of quality (nonmagical)
+2 hit/+3 damage, Plate Armor

[8] Black Guard [AC 20, HD 10d12+10, HP 70, Initiative +2, #AT 2, Hit +7, Dam Two-Handed Sword 12 (1d10+7), Multiattack (2 swords), Independent Fighter (at Advantage if fighting multiple foes without an ally within 5')]

STR: 18 (+4) INT: 11 (-) WIS: 11 (-)
CON: 12 (+1) DEX: 17 (+3) CHA: 10 (-)
CR: 6 EXP: 2,300 Type: Medium Humanoid

Scene #7

Summons of Dark Nature

After defeating the Black Guard and making their way toward the rear of the compound, they will be set upon by the final defense—a nether demon that has been summoned to kill anything entering the building.

The front door of the main structure in the compound is open, tattered hangings blocking a view of the inside. However, once the party enters the main entry hall, they are set upon by the demon, the thing doing everything in its power to prevent them from moving farther inside.

Nether Demon [AC -2, HD 14+14, HP 116, #AT 4, D 1-6/1-6/2-24/2-8, Attacks (2 claws, 1 bite, 1 tail slash), Chaos Aura (acts as a Blur spell providing 25% miss chance). EXP: 7,350]

TREASURE

None

Nether Demon [AC 22, HD 14d12+42, HP 126, Initiative +4, #AT 4, Hit +11, Dam Claw 13 (2d10+6), Bite 17 (2d20+6), Tail 15 (2d8+6), Multiattack (2 claws, 1 bite, 1 tail), Chaos Aura (all attacks against the demon are at disadvantage)]

STR: 22 (+6) INT: 15 (+2) WIS: 15 (+2)
CON: 17 (+3) DEX: 12 (+1) CHA: 10 (-)
CR: 8 EXP: 3,900 Type: Medium Fiend

Scene #8

The Slaves of Consumption

Within the chamber, prior to the ritual, almost three dozen women and children are housed, each suspended in a shimmering globe of semi-translucent magic. Some are already shriveled and dead, but about a dozen still show signs of life.

The wife and children of Omar are still alive. (Those from the Apothecary are now shriveled husks.) To free anyone within the spheres, a successful Dispel Magic must be cast vs. a 12th level caster. If the people are left within while the Spell Weavers are destroyed in Room 9, then a victim will be 'consumed' each round, Omar's wife dying in Round 2, and one of his children at Round 4, then Round 5, and the last at Round 6.

Scene #9

The Spellweaver Host

A ritual is taking place here, with the six Spell Weavers trying to fill a dark crystal with energy.

Two Spell Weavers will turn from their work on the crystal to attack any characters entering, one throwing energy missiles while the other summons a dark guard. When the first spell weaver falls, another will stop working to take their place, but once a second falls, the spell will fail (saving any victims in the spheres in Room 8), and the remaining spell weavers will flee, utilizing a Teleport spell (assuming they win initiative).

Once defeated (or fled), the chamber can be searched, and although the crystal that the Spell Weavers were enchanting is dark and lifeless, there is a second pillar in the room that is still charged with the residue of magic. This would indicate another crystal had been here, and it is now gone.

[6] Spell Weaver [AC 5, HD 10, HP 50, #AT 1, D 1-4 (Dagger), Fate Magic (provides a number of d6s as they have in hit dice to use on offensive spells (like 10d6 electric missiles) or in healing (10d6 energy regeneration) or summoning (up to a single Black Guard) per turn. This power can be broken up between any of the three options in a single turn.) EXP 1,780]

TREASURE

None

[6] Spell Weaver [AC 15, HD 10d8+30, HP 70, Initiative +3, #AT 2, Hit +3, Dam Dagger 4 (1d4+2), Fate Magic (provides a number of d6s as they have in hit dice to use on offensive spells (like 10d6 electric missiles) or in healing (10d6 energy regeneration) or summoning (up to a single Black Guard) per turn. This power can be broken up between any of the three options in a single turn.)]

STR: 15 (+2) INT: 18 (+4) WIS: 18 (+4)
CON: 16 (+3) DEX: 15 (+2) CHA: 10 (-)
CR: 7 EXP: 2,900 Type: Medium Humanoid

Scene #10

The Treasury

The chamber beyond is home to the treasure of the Spell Weavers that has been collected within the Kasbah Dungeon.

At the Spell Weavers are mercenaries hired by House Razuul, they were provided with extensive gold treasure (paid in bars) that now resides in three chests just beyond the enchanting chamber. The net worth of the bars is some 30,000 gold pieces.

Note

Although the characters will be able to stop this spell, it should become clear that there were two crystals, and one is now 'in the wind' (for use with Folio #23).

Endgame

Once the characters free the remaining abductees, they can return to their apartment. Omar will continue to be a friend to them, promising that he will discover who was behind this (as there is no proof left behind by the Spell Weavers). The characters should now be ready for the events of Folio #23.

THE FOLIO

Folio Module CRK5

The Forgotten Aviary

An adventure for 5–8 characters, levels 13–15



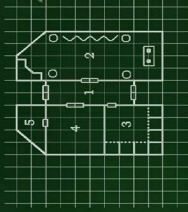
The Forgotten Aviary
by Scott Taylor



The
Sanctuary Tower



The Stable
of Clouds

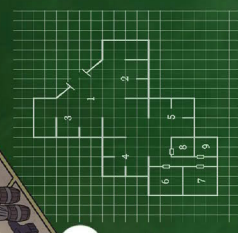


The Hall
of the
Avian Priests

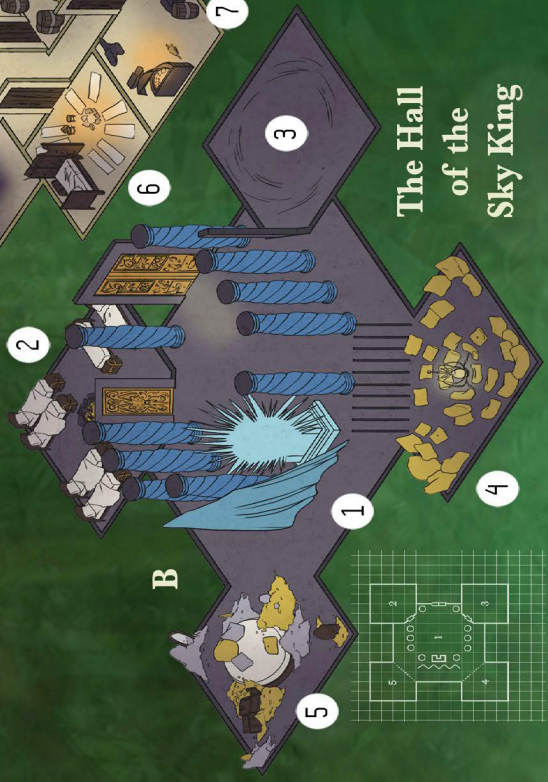


Part Five
of
The Curse of Roslof Keep

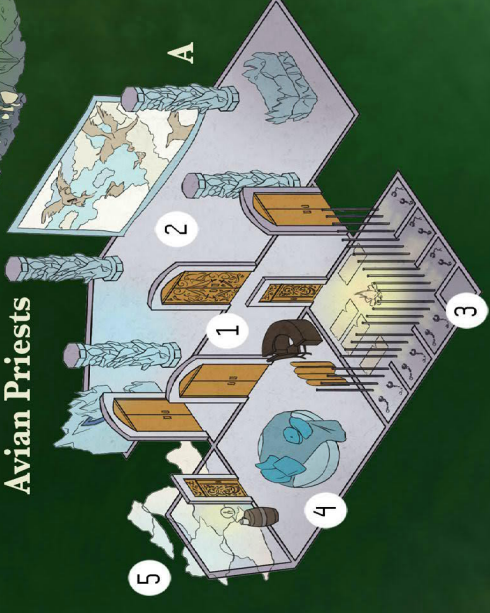
An adventure for
5-8 characters,
levels 14-16



The Hall
of the
Sky King



The Forgotten
Hoard



The Forgotten Aviary

An adventure in both 1E and 5E formats for
5–8 characters, levels 13–15

The Grand Aviary

This massive subterranean chamber provides the feel of a ‘lost world’. The entire vault is some 720 feet deep and half that wide. At its highest point, it is 500 feet to the ceiling. Light inside the vault is provided by greenish-yellow mushrooms that grow all among the stalactites of the ceiling, each tiny fungal sprout providing enough light to illuminate a ten-by-ten room, the overall effect being full daylight within the chamber. Water drips down from these high places, filling the massive pool that dominates the central sections of the vault, its waters, constantly disturbed by dripping water, are bypassed by two large stone bridges. The floor of the vault is home to surface plants (mostly large ferns) mixed with 20-foot-tall yellow mushrooms that provide shade for ferns beneath them. The feeling is primordial.

There are four large structures within the vault, each dedicated to the housing of avian creatures and air-aligned humanoids and elementals. The northernmost structure is the Hall of the Avian Priests, a building of white stone and great winged statues that rest all over its flat roof. To the west lies the Hall of the Sky King, a building made of black marble cut with green veins. The top of the building is set with four towers, each opening to the ‘sky’ at 20 feet above the ground. To the east is the Sanctuary Tower, a twin tower structure that has been cut from two massive stalagmites, its rummy-brown surface is carved with glyphs and symbols the size of a fully grown man. It is possible that these towers once reached to the ceiling, but they have collapsed, leaving only about thirty feet of both towers still intact. The southernmost structure is the Stable of the Clouds. Made from the petrified stems of the massive yellow floor mushrooms and treated with a kind of varnish/preservative, this yellowed structure is open at one end, allowing the various creatures of the stable to move out into the flats before it for easy takeoff.

The air inside the vault is heavy with moisture, and mists rise from the central pool to create a tangling white essence within the mushroom forest, sometimes rising on updrafts to form ‘clouds’ that flow against the ceiling like giant serpents. There are insects here as well, buzzing and flitting through the mushrooms, some white as ghosts, and others sporting colorful wings, but none of them are dangerous to the characters.

Trails run through the forests to each structure although they seem more cosmetic as it can be assumed that most creatures within the vault utilize their flight abilities when traveling.

One race of note is the winged folk, who can be easily found inside The Best of Dragon Volume III if a DM wants to have a closer look at them; otherwise, base descriptions can be found for them in the encounters.

Extended Roslof Storyline

The Kasbah Dungeon continues to vex as the characters reach the 5th level, but at this point, they will have to feel like they are entering the home stretch. If a DM has included all 9 of the trio mini-adventures, as well as all six of the Curse mini-adventures, then the campaign itself will have become a huge undertaking, and for that reason, I’ve designed this adventure to be more of a freeform crawl. The dungeon has certainly been corrupted (by the benders), and at this point, that should be obvious, but this entire level

is an open dungeon, meaning there are no doors that all have to be opened (in fact there aren’t any ril doors at all). Thus, it is up to the DM when they decide to open the doors to the 6th level and allow for the endgame to commence (see below).

Chaos Materials & Mini-Adventures

There are 15 mini-adventures that can be played within The Curse of Roslof Keep, and many have their own wrinkles and stories that can expand the campaign; however, CRK B4 The 5 Champions of Hate is likely to be the most important as it introduces the concept of ‘Chaos Materials’. These are residual bits of the physical manifestations of benders in this world, and as such, they have the power to harm the greater benders, which our own magic will very likely fail to do. It is supremely important that the DM utilizes the creation of weapons from these Chaos Materials before the characters enter the 6th Level of the Kasbah Dungeon. This adventure will also provide characters that already possess ‘chaos weapons’ with another chance to test them before the epic end of the campaign takes place in Folio #25. Each bender-Kin deposits Chaos Materials when it is killed, those being used to form a Chaos Alloy for weapons, or as spell components that make all spells Chaos Breakers. ANY weapon or spell that utilizes this ‘Chaos’ tag will bypass all magical defenses of a bender, meaning that the spell resistance and the required + to hit are dropped.

A.

Each bender-Kin killed leaves behind enough Chaos Material to create a medium-sized weapon (or multiple smaller ones: daggers, arrow heads, etc.) or enough spell components for 10 spells.

The Bender Corruption

The bulk of all enemies encountered on this level have the sub-label (bender-corrupted). All those with this title have the following special abilities because of that corruption, on top of (and added to! and yes this means there are things with 100% magic resistance) whatever abilities they normally have.

- 1. Anti-Magic: They are all considered to be 25% magic resistance [advantage vs. spells]**
- 2. +2 or better weapon to hit [damage immunity to nonmagical weapons]**
- 3. Regeneration: They heal 3 hit points per round**

Running the Aviary

As this adventure deals with air encounters, the DM might want to prepare the party for flight, if necessary, although the bulk of the encounters will take place inside various buildings on the level. However, some creatures will take to the air to avoid attacks, so this can become frustrating, so keep that in mind. As the characters move through the aviary, they will note various flying creatures of all types drifting through the odd light of the cavern, and a constant ‘buzz’ of insects will be heard while traveling. As this adventure is meant to be conquered quickly, there are no random encounters on this level although the DM should be sure to keep the threat of ‘strange shadows overhead’ and such in the minds of the characters.

The Amber Doors

As with any level of the Kasbah Dungeon, an Amber Door can be located anywhere the DM chooses within, but at this point, I (as the designer) have no idea how many mini-adventures might have been run with Amber Doors on lower levels, so keep that in mind. This is your campaign, and the use of such doors is completely up to you.

DM Suggestions

My suggestions as the DM are to avoid ‘crawl fatigue’ if you think your players are feeling it. A six-part adventure series is a GRIND and, as such, knowing you still have the final module to conquer, utilize this level as you see fit. There is only one thing that needs to be completed before the 6th Level becomes available to the characters, and that is the death of the water

dragon that lurks within the lake. Once that occurs, the double doors to the 6th Level will appear in the wall closest to the players at the time of the dragon's death. This means that if you feel the characters are simply ready to move on, just have the dragon attack and be done with it, but you have to have the 'temperature' of the party to this point.

Ril Crystal Cost

Unlike any other level in the Kasbah Dungeon, there are no ril crystal costs within this level. However, each enemy killed still provides ril at a sum of 750 per creature, so keep that in mind. Those ril will be of use in Folio #25.

Kasbah Dungeon Level 5

The Forgotten Aviary

Building One

The Hall of the Avian Priests

1. Hall of Winds

Double doors open into a long ceilingless hall that ends with another set of double doors at the far end. Above, the swirling mists that roll between the stalactites can be viewed without disruption. A single set of double doors marked with a blade and swirling wind pattern is set into the eastern wall, and unadorned double doors and a single door farther toward the southern end provide entry along the western wall.

Although there is no direct threat to the characters in this room, there is a sense that something is 'watching' them. All the doors in the hall are unlocked.

2. Forge Temple of the Sky

The chamber beyond the ornate doors is decorated with an immense tapestry depicting the open sky with hundreds of avian creatures playfully moving through the clouds. The tapestry dominates the western wall of this room, running some twenty feet between two polished blue-stone pillars. An altar made of the same blue stone rests near the southern wall, and to the north, an odd fireplace burns with white-blue flames.

The forge has special properties—if any weapon's blade (or similar such part) is placed within the flames, the weapon becomes enchanted with an 'anti-invisibility aura'. For the next 24 hours, any invisible creature that is hit by the weapon will have its invisibility dispelled and be in full view, no saving throw.

Otherwise, the chamber is just an empty temple, and the air within has a fresh and clean smell. There are two platinum candlesticks on the altar, both with 'ever-burning candles' and worth 1,000 gp each. However, if the candlesticks are disturbed, the three invisible stalkers in the room will identify the thief and immediately attack, following them until either the stalkers or the offending character is dead.

(3) Invisible Stalker, Greater (Bender-Corrupted) [AC 3, HD 12, HP 72, #Att 1, Dam (Slam) 4–16, Surprise 1–5, Invisibility, 30% Magic Resistance. EXP: 2,591]

TREASURE

None

(3) Invisible Stalker, Greater (Bender-Corrupted) [AC 17, HD 16d8+32, HP 104, Initiative +7, #AT 2, Hit +6, Dam Slam 13 (3d6+3), Multiattack (2 Slam), Invisibility, Magic Resistance (advantage on all saves)]

STR: 16 (+3) INT: 10 (–) WIS: 15 (+2)

CON: 14 (+2) DEX: 19 (+4) CHA: 11 (–)

CR: 6 EXP: 2,300 Type: Medium Elemental

3. Cells of the Ground Dwellers

This twenty-by-twenty-foot chamber is sparsely decorated and open to the 'sky' above. Along the south and west walls are a half-dozen barred 'cells'. Although each has no ceiling, chains have been placed into the floor of each. Four tattered sleeping mats lie along the northern part of the chamber wall, and a simple

cooking pit burns in the center of the room. Five tattered and bleeding men lurk around the fire, their eyes turning toward you as the door opens.

Five sky priests sit around the central cooking pit. They have fallen to the corruption of the benders and are now insane, having clawed at their skin until they are covered with blood. They attack anything that enters their chamber, utilizing monk-like fighting styles. They are far too gone to employ any spells they once had, however, and will only utilize their Air Burst ability in hand-to-hand combat. Each wears a magical Ring of Shielding Wind that acts as shimmering and airy chainmail armor. It has no real weight but acts as chainmail in every other way.

(5) Corrupted Priests, (Bender-Corrupted) [AC 1, HD 10, HP 60, #Att 2, Dam (Slam) 3–18, Air Burst (adds damage to physical attacks). EXP: 2,120]

TREASURE

(5) Rings of Shielding Wind

(5) Corrupted Priest, (Bender-Corrupted) [AC 19, HD 10d8+10, HP 50, Initiative +3, #AT 2, Hit +7, Dam Slam 11 (1d6+1d4+4), Multiattack (2 Slams), Air Burst (adds 1d6 bludgeoning damage to all physical attacks)]

STR: 10 (–) INT: 13 (+1) WIS: 16 (+3)

CON: 12 (+1) DEX: 19 (+4) CHA: 13 (+1)

CR: 6 EXP: 2,300 Type: Medium Humanoid

4. High Priest Chambers

This is a large, spacious chamber, complete with a bed that is suspended from the ceiling by blue-iron chains. A tile mosaic of an open summer sky covers the western wall, and a single desk, chair, and dressing screen decorate the room. To the north of the bed, a heavy chest rests next to a keg with a single brass tankard on top.

The head of the Order of Sky is within, although his mortal coil has passed on from this world and he now lives as a lich, the bender corruption having turned him into a foul creature. He currently dwells within a pocket dimension, watching the room from there. Once characters enter, he will appear as though from the air and begin an assault on the spellcasters first, hoping to slay them.

Priestly Arc-Lich [AC 6, HD 18, HP 108, #Att 1, Dam (Necrotic Touch) 3–12, Necrotic Magic (The lich gets a number of d6 equal to its hit dice to use on either offensive spells (like 18d6 necrotic missiles) or in healing (18d6 necrotic regeneration) or summoning (up to 18 hit dice in undead) per turn. This power can be broken up between any (and all) of the three options in a single turn, thus providing three spell actions), 30% Magic Resistance. EXP: 9,250]

TREASURE

+2 Blue Robes of Protection, Ring of Free Action, Slippers of Speed

Priestly Arch-Lich [AC 14, HD 18d8+54, HP 126, Initiative +7, #AT 1, Hit +12, Dam Paralyzing Touch 10 (3d6), Magic Resistance (advantage vs. all spell attacks), Paralyzing Touch (DC 18 Constitution or be paralyzed for 1 minute), Necrotic Magic (provides a number of d6 equal to the lich's hit dice to use on offensive spells (like 18d6 necrotic missiles) or in healing (18d6 necrotic regeneration) or summoning (up to 18 HD in undead) per turn. This power can be broken up between any of the three options in a single round (so effectively making three actions per round, but only 1 per category)]

STR: 11 (–) INT: 20 (+5) WIS: 14 (+2)

CON: 16 (+3) DEX: 16 (+3) CHA: 16 (+3)

CR: 15 EXP: 13,000 Type: Medium Undead

5. Sanctuary of Airy Contemplation

The door opens to reveal a chamber that is somehow set in the sky. Wind blows with a cold gust, and clouds hang just outside the lip of the chamber's edge as though you could reach out and touch them. There is a single blue mat on the floor here, and a candle that is covered in a globe of glass.

This is an extradimensional space created by the former high priest. It opens into a node of elemental air, and the entire area becomes a kind of circular pocket in which if you fell out of the room, you would continue falling until you ‘appeared’ above the room and then fell past it again, infinitely. Once characters enter, a wyvern will appear from the lip above, snatching a character and attempting to hurl them out into the air void (this is done on a successful hit with a bite attack). Each bite attack will throw another character out until all are falling through open space, and then the wyvern will deal with its victims individually, or so is its plan.

Wyvern, Greater (Bender-Corrupted) [AC 3, HD 11 + 11, HP 77, #Att 2, Dam (Bite) 2–16 and (Stinger) 1–6, Poison (Stinger poison is save or die!). EXP: 1,897]

TREASURE
None

Wyvern, Greater (Bender-Corrupted) [AC 17, HD 13d10+39, HP 110, Initiative +4, #AT 2, Hit +6, Dam Bite 11 (2d6+4) and Claws 13 (2d8+4), Multiattack (1 Bite/1 Claw), Stinger (11 (2d6+4) and DC 15 Constitution or take an additional 24 (7d6) poison (or half on a successful save))]

STR: 19 (+4) INT: 5 (-3) WIS: 12 (-1)
CON: 16 (+3) DEX: 10 (-) CHA: 6 (-2)
CR: 6 EXP: 2,300 Type: Large Dragon

Building Two The Hall of the Sky King

1. Great Hall of the Sky King

This massive blue-sandstone chamber is set with ten blue-marble pillars that flank the central floor of the domed vault. The floor is tiled to appear like the open sky, and a blue-marble throne sits opposite the entry doors on a raised dais.

A tapestry depicting a winged warrior astride a black ‘pegacorn’ (pegasus and unicorn hybrid) hangs behind the throne. Two bronze doors, one to the southeast and one to the southwest, flank the entry. A helmed man sits atop the throne, large white wings flowing out around his shoulders.

This building begins with a ‘boss battle’, as the Sky King is seated upon his throne as though awaiting guests. He was once part of the winged-folk, a race of elven-like people with giant white wings.

The bender corruption has taken him, however, and he will call out a warning to anyone entering: Get out! He will begin combat if they do not immediately back out of his grand chamber. He fights utilizing his light lance and beating his wings to create a stunning shockwave (which he can do once every three rounds). He can also ‘Call on the Wind’ once per day (a power that is based in his throne) that creates 8 mirror images of him. Before attacking the first time (and leaving his throne), he will create the images to help in his defense.

Also, once the first shockwave hits, the guards from Room 2 will come to their lord’s defense in 1–2 rounds.

Sky King (Bender-Corrupted) [AC -2, HD 18, HP 126, #Att 2, Dam (Light Lance) 6–24, Shockwave (3d6 to all in a 20’ radius, plus save vs. paralyzation or be stunned 1d4 rounds (can do this once every three rounds). EXP: 5,770]

TREASURE
Light Lance +3 [+2], Bracers of Armor AC2 [Bracers of Armor +2], Helm of Protection +2



Sky King, (Bender-Corrupted) [AC 22, HD 18d10+54, HP 144, Initiative +4, #AT 3, Hit +9, Dam Light Lance 19 (3d8+6), Multiattack (3 Light Lance), Shockwave [Recharge 5–6] (9 (3d6) bludgeoning damage, plus DC 15 Constitution or be stunned 1d4 rounds)]

STR: 22 (+6) INT: 10 (–) WIS: 13 (+1)

CON: 16 (+3) DEX: 15 (+2) CHA: 12 (+1)

CR: 14 EXP: 11,500 Type: Medium Humanoid

2. Bastion of the Wind Warriors

A half-dozen beds, armor racks, and chests are within this large room. A central hearth has been set into the ground, and there are three large openings in the ceiling.

A group of six corrupted warriors, meant to guard their king, are stationed within this chamber. All are winged-folk, which means they can fly (as per spell). If they do not hear the effects of the king's shockwave power, they will be here going about a sparring session; otherwise, they will have exited the room to do combat in Room 1. Each chest is unlocked and contains 10–60 gold pieces and 1–2 (30 gp) gems.

(6) Wind Warriors, (Bender-Corrupted) [AC 2, HD 10, HP 60, #Att 2, Dam (Spear) 1–10, Flight. EXP: 1,720]

TREASURE

Each weilds a Spear +2 and wears Bracers of Armor AC5

[Bracers of Armor +2]

(6) Wind Warriors, (Bender-Corrupted) [AC 18, HD 10d10+30, HP 80, Initiative +4, #AT 2, Hit +7, Dam Greatclub 19 (1d8+4), Multiattack (2 Spear), Flight]

STR: 18 (+4) INT: 11 (–) WIS: 12 (+1)

CON: 16 (+3) DEX: 14 (+2) CHA: 11 (–)

CR: 6 EXP: 2,300 Type: Medium Humanoid

3. Lair of the Five Gales

This large chamber is completely devoid of any decorations, but the walls have an 'odd' texture as though they have been partially worn away by erosion.

Once characters enter this chamber, the effects of wind will begin to grow as the five elementals (if you believe 5 to be too great for the party to handle, you can adjust downward) start circling, one slamming and defending the door while the others batter the party with their Slam attacks.

(5) Air Elementals, (Bender-Corrupted) [AC 2, HD 14, HP 70, #Att 1, Dam (Slam) 2–20, +2 or better weapon to hit. EXP: 3,820]

TREASURE

None

(5) Air Elementals, (Bender-Corrupted) [AC 15, HD 12d10+24, HP 90, Initiative +7, #AT 2, Hit +8, Dam Slam 14 (2d8+5), Multiattack (2 Slams), Whirlwind [Recharge 4–6] (DC 13 Strength or take 15 (3d8+2) bludgeoning and be thrown back 20 feet), Fire Immunity, Magic Resistance (advantage on all saves)]

STR: 14 (+2) INT: 6 (–2) WIS: 10 (–)

CON: 14 (+2) DEX: 20 (+5) CHA: 6 (–2)

CR: 5 EXP: 1,800 Type: Large Elemental

4.

Harem Chamber

Bars divide this large room from the main vault, and within, several curtains can be drawn to give it privacy. Beyond the bars, eight beautiful winged women lounge in little to no clothing, some boasting fine jewelry and silken veils. The floor of the room is covered in golden pillows, and there is a large hookah in the center of the room.

These women are currently in a drug-induced state, being kept that way by the king who fears they will betray him (in his insanity) if he doesn't drug their food. They are of little help, lounging and trying to get characters to 'join their party' once they enter (the barred door is locked and the king has hidden the key, effectively losing it [DC 17]).

However, the other trap (even unknown to the harem slaves) is that the king replaced all their pillows with mimics long ago. As the mimics fell under the thrall of the benders, they have eaten three of the harem girls although the drug-addled females haven't even noticed. If anyone other than the king enters, the mimics will take action at their best opportunity, coming 'alive' and attacking characters.

(8) Mimics, (Bender-Corrupted) [AC 7, HD 10, HP 50, #Att 1, Dam (Slam) 3–12, Glue (save vs. spell or be stuck to the creature). EXP: 1,720]

TREASURE

None

(8) Mimics, (Bender-Corrupted) [AC 12, HD 9d8+18, HP 58, Initiative +3, #AT 1, Hit +5, Dam Pseudopod 7 (1d8+3) or Bite 7 (1d8+3) + Acid 4 (1d8), Adhesive (DC 13 escape or be grappled), Shapechanger (Stealth +5)]

STR: 17 (+3) INT: 5 (–3) WIS: 13 (+1)

CON: 15 (+2) DEX: 12 (+1) CHA: 8 (–1)

CR: 2 EXP: 450 Type: Medium Monstrosity

5. Treasure Chamber

Bars, with a gate in the center, separate this room from the outside vault. A curtain is within the bars, but beyond it, there is a bed that rests in the center of the room with treasure that has been piled around it. Above, there is a single large hole in the ceiling that opens to the 'sky' above.

Although this chamber has a lock, it has been left open. The room is filled with all manner of heavy treasure, including some thirty thousand silver pieces, five thousand gold pieces, and objects totaling 10,000 gold pieces in value (while weighing four times that) including cups, bowls, plates, mirrors, etc. There are no magical items within the hoard.

Building Three The Sanctuary Tower Floor One

1. Cloistered Entry

The familiar blue marble of this large room holds four support pillars that are twisted like they are cyclones. The ceiling is an ashen grey, and a symbol is inlaid on the floor that points to the four poles. In the northern side of the room, beyond the pillars, is a long bench, and a single door is tucked beyond a staircase that leads upward.

This was the main entrance to the tower and a meeting place for those who would have come to visit. Nothing remains in the room now, however, and all is clear of enemies.

2. Darin's Chamber

Crimson painted walls adorn this chamber, and a single bed rests against the eastern wall. A dresser and a small writing table are on the southern wall, and a dressing screen is folded and resting against the western wall. A single door is set into the western wall.

One of the three Apprentices of Sky is within the room. He is now undead and creeps behind the dressing screen. He has lost all his magic but does have a power called 'Blood Frenzy' which he flies into whenever he draws blood from a target.

Undead, Greater (Bender-Corrupted) [AC 0, HD 15, HP 90, #Att 2, Dam (Claws) 2–16, Immunity to Mind-Affecting Spells, Blood Frenzy (once he hits on an attack, he can make another attack (once per round) that causes 3–18 points of damage), 25% Magic Resistance. EXP: 4,720]

TREASURE

Within the writing table, there are four Potions of Extra-healing [Greater Healing] and a Wand of Magic Missiles (22)

Undead, Greater (Bender-Corrupted) [AC 20, HD 15d8+75, HP 135, Initiative +5, #AT 2, Hit +9, Dam Claws 12 (2d6+6), Multiattack (2 Claws), Immunity to Mind-Affecting Spells, Blood Frenzy (once per round (after a successful hit) it can make another attack that does 15 (3d6+6)), Magic Resistance (advantage on all saves)]

STR: 22 (+6) INT: 11 (-) WIS: 11 (-)

CON: 20 (+5) DEX: 11 (-) CHA: 8 (-1)

CR: 9 EXP: 5,000 Type: Medium Undead

A. This room contains a stone bath, a small pedestal that has soaps and bath salts on it, and a shelf with towels.

There is nothing of particular threat in the bath, but Detect Magic will reveal that two of the jars are filled with 'Charming Salts' that will provide a character with a temporary Charisma boost for 24 hours after bathing in them. The bonus is +1 per 'salt', and they do stack. There are enough uses for 6 baths each.

3. Marca & Rye's Chamber

This large chamber is separated by two folding screens that cut the room in half with a small passage between them. The initial half has a rug across the floor and a desk set against both the eastern and western walls, each with a chair. A chest is near the door, its lid closed with a large metal lock.

A set of twin apprentices, elven sisters, have fallen to the corruption and become horrible undead creatures. They currently hide behind the screens that divide the room, awaiting to attack. They employ the same Blood Frenzy attacks as Darin, but they have the unique ability of Symbiotic Blood that allows them to share damage done against them.

The chest has a masterwork lock on it (-15% to Pick Locks) [DC 20] and contains three platinum potion vials (75 gp each). The potions within them are Fly, Giant Strength (Cloud), and Speed.

Undead Twins, Greater (Bender-Corrupted) [AC 0, HD 15, HP 90, #Att 2, Dam (Claws) 2-16, Immunity to Mind-Affecting Spells, Blood Frenzy (once it hits on an attack, it can make another attack (once per round) that causes 3-18 points of damage), Symbiotic Blood (the twins divide all damage between them), 25% Magic Resistance. EXP: 4,720]

TREASURE

Symbiotic Rings (Their Symbiotic Blood ability comes from a set of rings they wear. Any two characters wearing these rings will divide damage between them.) Within the dresser in the back of the room is a white Cloak of Protection +2.

Undead Twins, Greater (Bender-Corrupted) [AC 20, HD 15d8+75, HP 135, Initiative +5, #AT 2, Hit +9, Dam Claws 12 (2d6+6), Multiattack (2 Claws), Immunity to Mind-Affecting Spells, Blood Frenzy (once per round (after a successful hit) it can make another attack that does 15 (3d6+6)), Symbiotic Blood (the twins can share damage, dividing it between them), Magic Resistance (advantage on all saves)]

STR: 22 (+6) INT: 11 (-) WIS: 11 (-)

CON: 20 (+5) DEX: 11 (-) CHA: 8 (-1)

CR: 9 EXP: 5,000 Type: Medium Undead

Beyond the screens, there are two beds and a single dresser.

4. Den of the Four Winds

There are four blue-embroidered chairs in this room, each facing inward towards each other from the points of the compass. The walls of the rooms are set with mosaic tiles that depict an open-air expanse.

This chamber has no threat although the characters will likely be wary, and as the DM, you could have wind pick up in the chamber to 'set them off' although no air spirits are actually present.

Floor Two

5. Room of Feathers

This room is lined with shelves that contain stacks of bound feathers of all shapes and sizes. If you had to guess, there might be several thousand different feathers within the cubed shelves. A rug on the floor has been stitched with a scene of a tranquil lake that has dozens of birds playing over the surface.

There are a couple of interesting and magical feathers in this room, but they can only truly be discovered with Detect Magic. However, before they can be found, the room will suddenly become a swirling vortex of whipping air. A rogue air elemental within will cause all the feathers to whip around the area, causing a single point of damage to all characters (except those in full plate armor) within the room per round (no saving throw). Only a single air elemental is present and will continue to attack with the feather storm and its own slams until destroyed.

Once defeated, the room will be a chaotic scene of colored feathers and blood. However, the following items can be found with Detect Magic.

Feathers of Defense (4)

Each feather adds 1 point to the wearer's AC, and they can be combined.

Feather of Eagle Eyes

Acts as a Gem of True Seeing if worn.

Feather of the Bowman

Will aid anyone using a bow with an additional +1 to hit and damage.

Feather of the Ladies Fair (3)

Each feather adds 1 point to the wearer's Charisma, and they can be combined.

Air Elemental, Greater (Bender-Corrupted) [AC 2, HD 14, HP 70, #Att 1, Dam (Slam) 2-20, +2 or better weapon to hit. EXP: 3,820]

TREASURE

None

Air Elemental, Greater (Bender-Corrupted) [AC 15, HD 12d10+24, HP 90, Initiative +7, #AT 2, Hit +8, Dam Slam 14 (2d8+5), Multiattack (2 Slams), Whirlwind [Recharge 4-6] (DC 13 Strength or take 15 (3d8+2) bludgeoning and be thrown back 20 feet), Fire Immunity, Magic Resistance (advantage on all saves)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 14 (+2) DEX: 20 (+5) CHA: 6 (-2)

CR: 5 EXP: 1,800 Type: Large Elemental

6. Chamber of The Wind Apprentice

This L-shaped chamber has a bed and dresser in the alcove to the southeast while a desk faces a single window in the north wall, with a single large chest sitting beside it.

Greatest of the apprentices in the tower, Moranan, was once the artificer and keeper of the second level. He, too, has fallen to evil, being turned into an undead like his brothers and sisters below.

The chest is unlocked and contains his white Robes of the Arch-Magi.

Undead Apprentice, Greater (Bender-Corrupted) [AC 0, HD 15, HP 90, #Att 2, Dam (Claws) 2-16, Immunity to Mind-Affecting Spells, Blood Magic (once every other round, he can throw a blast of necrotic energy that does 6-36 points of damage), 25% Magic Resistance. EXP: 4,720]

TREASURE

White Robes of the Arch-Magi (within the chest), **Ring of Protection +2**

Undead Apprentice, Greater (Bender-Corrupted) [AC 20, HD 15d8+75, HP 135, Initiative +5, #AT 2, Hit +9, Dam Claws 12 (2d6+6), Multiattack (2 Claws), Immunity to Mind-Affecting Spells, Blood Magic [Recharge 3-6] (can 'cast' a blast of necrotic energy that does 18 (6d6)), Magic Resistance (advantage on all saves)]

STR: 22 (+6) INT: 11 (-) WIS: 11 (-)

CON: 20 (+5) DEX: 11 (-) CHA: 8 (-1)

CR: 9 EXP: 5,000 Type: Medium Undead

7. Hall of Cages

A dozen or more metal and wood cages hang from the ceiling of this long room, and shuttered windows run all along the western wall. Each cage has the body of a bird in it, and the smell is repugnant.

This room contains no enemies, and the cages are now filled with dead birds of all types.

8. Cloak Room

Pegs have been driven into the walls of this chamber, and nearly twenty cloaks hang about the pegs, all with varying colors, patterns, and accouterments (including gold stitching, feathers, and scales).

Again, there are no enemies in this room, but within there are two magical cloaks. One is a unique item called The Winged Cloak that, when worn, provides the character with wings like the winged-folk. A second cloak is a Cloak of Eyes (similar in all respects to a Robe of Eyes).

9. Master's Lounge

Two massive, comfortable chairs, split by a low table set with crystal bottles and glasses, rest in the center of this large room. The chairs face a large window overlooking the lake beyond, and there are several musical instruments located along the northern wall. A single stair goes upward in the southwest corner of the room.

Within this room is a terrible spirit, some otherworldly creature who is tasked with collecting magical items for its bender overlords. However, it DOES NOT need to be defeated and will not attack unless 'provoked' by the characters. The creature will appear before the window as a bent and cloaked figure and will request (in an otherworldly voice) a single magical item from each character. If all the characters comply (and it doesn't matter what the item is as long as it has a magical aura), the spirit will disappear (and the party will get full experience for having 'defeated' it). However, if anyone refuses, it will attack, seeking to kill everyone and take all the magic with it.

Gathering Spirit, (Bender-Corrupted) [AC -4, HD 16, HP 96, #Att 1, Dam (Hex Blast) 7-42, +3 or better weapon to hit, 35% Magic Resistance. EXP: 9,120]

TREASURE

None

Gathering Spirit, (Bender-Corrupted) [AC 20, HD 16d12+80, HP 176, Initiative +5, #AT 2, Hit +9, Dam Hex Blast 23 (4d8+6), Multiattack (2 Hex Blasts), Damage Immunity (nonmagical weapons), Magic Resistance (advantage on all saves)]

STR: 20 (+5) INT: 20 (+5) WIS: 15 (+2)

CON: 20 (+5) DEX: 11 (-) CHA: 8 (-1)

CR: 10 EXP: 5,900 Type: Medium Undead

Floor Three

10. Sacred Hall

Three blue-marble pillars in the same cyclone pattern remain in this partially destroyed room. The northwest corner is open to the sky, the lake beyond easily seen. Rubble is strewn across the floor, and even more damage and open 'sky' can be seen in the southeastern corner of the room. Two more doors are still intact here, one to the south and one to the northeast.

As the characters enter, wind will be blowing through the room between the two openings. The DM can decide when and from what direction the corrupted solar attacks, but it will be a brutal contest. The solar will attack with its sword (de-powered because of the corruption), slashing away at anything it can. Once the solar dies, the blade will shatter, leaving nothing of value behind. As the solar dies, however, its eyes will clear, and it will thank the characters, healing all their wounds before it passes in a blaze of yellow light.

Solar, (Bender-Corrupted) [AC 9, HD 20+, HP 177, #Att 4, Dam (Greatsword) (1-10)+12, 85% Magic Resistance. EXP: 59,425]

TREASURE

None

Solar, (Bender-Corrupted) [AC 21, HD 18d10+144, HP 243, Initiative +7, #AT 2, Hit +15, Dam Greatsword 22 (4d6+8), Multiattack (2 Greatsword), Magic Resistance (advantage on all saves)]

STR: 26 (+8) INT: 10 (-) WIS: 8 (-)

CON: 26 (+8) DEX: 22 (+6) CHA: 30 (+10)

CR: 18 EXP: 20,000 Type: Large Celestial

11. Master's Bedchamber

A single odd, circular, oversized bed is set into the southern wall, its sides made of carved wood that swirls like blowing winds. There is a large chest, set with a sturdy lock, at the foot of the bed.

The master (an Invisible Eye) was permanently made invisible and insane in the bender-induced accident that destroyed the lab and much of the tower complex. However, it will not be in this room, and therefore, there is no direct threat here. The chest is unlocked and contains various worthless trinkets that had some value to the Invisible Eye, although there is a false bottom (1 in 6) [DC 18 Perception] that contains 10 Potions of Extra-healing [Greater Healing].

12. Lab of Winds

The largest room you've encountered in the structure, this chamber has four long tables within it, each covered with all manner of glass bottles, tubing, and odd-colored liquids. A stack of multicolored feathers is on one table, and scrolls have been placed in a cubed shelf on the northern wall. To the south, the room has been 'blown out' and is open to the sky.

Within this destroyed lab is an invisible eye monstrosity. This creature is basically a floating head with multiple eyes that is highly intelligent. Each eye can utilize a magical property. It was once the airy master of this tower, and although evil, it found a more lawful use of its time in studying flight (a power it possesses) and caging strange birds. Now, however, due to the malignant properties of the bender threat, it has been corrupted, and in that corruption, its lab was destroyed, and it was turned permanently invisible. Now, it is quite insane and will lurk around until it feels there is a good time to kill the characters, utilizing its eyes to do so.

Invisible Eye Monstrosity, (Bender-Corrupted) [AC 2, HD 19, HP 96, #Att 1, Dam (Bite) 3-24, Eye Rays (can employ up to 3 per round), Improved Invisibility. EXP: 11,570]

TREASURE

None

Invisible Eye Monstrosity, (Bender-Corrupted) [AC 18, HD 19d10+76, HP 180, Initiative +5, #AT 1*, Hit +5, Dam Bite 14 (4d6), Eye Rays (can utilize 3 rays per round), Improved Invisibility.]

STR: 10 (-) INT: 17 (+3) WIS: 15 (+2)

CON: 18 (+4) DEX: 14 (+2) CHA: 17 (+3)

CR: 13 EXP: 10,000 Type: Large Aberration

Eye Rays

Charm Ray

as spell [DC 16 Wisdom or be charmed for 1 hour]

Charm Monster

as spell [Paralyzing Ray]:

[DC 16 Constitution or paralyzed for 1 minute]

Fear Ray

as a wand [DC 16 Wisdom or frightened for 1 minute]

Slowing Ray

as spell [DC 16 Dexterity or speed is halved for 1 minute]

Cause Serious Wounds

[Enervation Ray]

as spell [DC 16 Constitution or take 36 (8d8) necrotic]

Telekinetic Ray

2,500 gp [DC 16 Strength or be thrown 30']

Sleep Ray

as spell [DC 16 Wisdom or fall asleep]

Petrification Ray

Flesh to Stone [DC 16 Dexterity or be turned to stone]

Disintegration Ray

As spell [DC 16 Dexterity or take 45 (10d8) force]

Death Ray

save vs. spell or die [DC 16 Dexterity or take 55 (10d10 necrotic)]

Although the lab was once a great place of magic, the explosion destroyed all magic and things of value, leaving the room a simple wreck.

Building Four

The Stable of Clouds

1. Central Opening

Two massive fungal-wood timbers flank a twenty-foot opening into the lofty interior of a huge stable. Within, a half-dozen large stalls, each big enough for an elephant, reside on either side as another open chamber is directly to the southwest about sixty feet farther in.

The ceiling is a vault of triangular timbers with several rectangular holes cut into the roof above. Currently, a band of four dusky ogres is attempting to chain and hold a mighty black pegacorn.

Although the description above is the 'base room', there is a large commotion going on within when the characters arrive (allowing them to have a surprise round if they so choose). Currently, there are 4 corrupted ogres, their skin ashen, trying to confine a black pegacorn (pegasus/unicorn). They have a few ropes and chains on it and are trying to bring it to the ground. They will be completely unaware of the arrival of the characters as they are focused on the daunting task.

(4) Ogres, Greater (Bender-Corrupted) [AC 2, HD 10, HP 60, #Att 2, Dam (Slam) 3-18, Dark Flesh (take only half damage from all nonmagical weapons). EXP: 2,820]

TREASURE

The leader has a cleaver (more like a broadsword to a human) on his hip that is +2 of Sharpness.

(4) Ogres, Greater (Bender-Corrupted) [AC 18, HD 10d12+50, HP 110, Initiative +4, #AT 2, Hit +7, Dam Slam 12 (2d6+6), Multiattack (Slam), Dark Flesh (take only half damage from nonmagical weapons)]

STR: 20 (+5) INT: 8 (-1) WIS: 8 (-1)

CON: 20 (+5) DEX: 11 (-) CHA: 10 (-)

CR: 6 EXP: 2,300 Type: Medium Giant

If the characters attack, they will initially free the pegacorn, which will fly away (but the DM might bring it back later to help the party in some way, like say with the dragon. The pegacorn will not attack a foe, but can act as an air mount, and has an AC of 2 [18] and can take 50 hit points of damage. It also has the ability to Dimension Door once every other round). However, any battle taking place here will quickly bring the ogres in Room 2 into the fight in 1-2 rounds.



2. The Ogre Camp

The three large stalls here have been converted into an ogre lair, the hay being clumped into beds and a cook fire being made from looted stones pulled out of the foundation and fungal-wood torn from the stall walls.

These ogres are currently eating, hoping that more food will come when their buddies bring down the pegacorn they've been hoping to trap. When they hear combat from Room 1 (which they can even see from their position), they will come to assist.

(5) Ogres, Greater (Bender-Corrupted) [AC 2, HD 10, HP 60, #Att 2, Dam (Slam) 3-18, Dark Flesh (take only half damage from all nonmagical weapons). EXP: 2,820]

TREASURE

None

(5) Ogres, Greater (Bender-Corrupted) [AC 18, HD 10d12+50, HP 110, Initiative +4, #AT 2, Hit +7, Dam Slam 12 (2d6+6), Multiattack (Slam), Dark Flesh (take only half damage from nonmagical weapons)]

STR: 20 (+5) INT: 8 (-1) WIS: 8 (-1)

CON: 20 (+5) DEX: 11 (-) CHA: 10 (-)

CR: 6 EXP: 2,300 Type: Medium Giant

3. Empty Stalls

Three more large stalls are here, one filled with the slaughtered bones of some large avian creature with vaguely reptilian legs. A large water trough is against the northern wall.

There is no threat within this stall section, and the water is fresh enough to drink or store if the characters are in need. However, four Horseshoes of Speed are submerged in the trough.

4. The Bender Seep

A dark void swirls inside the central stall of this section of the stables, and tendrils of violet lightning strike out into the earth around it, having created a sheet of glass over time. There is a presence here of pure chaos, and the stink of bender flesh is heavy in the air.

Anyone coming within 15' of the portal will need to make a saving throw versus spell [DC 17 Wisdom] or become 'tainted' with bender corruption. This taint will manifest as a headache and then progress in 1d4 hours into -1 to all saves and the loss of a point of Constitution (that can be cured with restoration magic).

The lurking presence of the benders comes full form here as this is another breach from their dark universe into the dungeon, allowing a bender-kin (tentacle lurker) to corrupt this level. If the bender is destroyed, there will be enough Chaos Material to forge a single longsword-sized weapon. Once the players have entered the area (within 20'), the bender's tentacles will shoot out of the darkness, paralyzing their victim and pulling it into the lightning field (10' of the opening). Anyone in the violet lightning field will take 2-24 [12 (2d12)] points of damage per turn until they leave the 10' area around the mouth of the portal. The only way to kill the beast is to enter the field, however, so keep that in mind. Tentacles can be destroyed, doing only 50% of the total hit points of the creature, then the characters must move in to finish it.

Bender Kin (Tentacle Lurker) [AC -7, HD 15, HP 90, #Att 3, Dam (Void Pseudopod) 4-16, Magic Resistance: 75%, Void Pseudopod (each hit from a pseudopod causes a saving throw vs. paralyzation or be stunned for 2 rounds), +3 or better weapon to hit. EXP: 7,000]

TREASURE

None

Bender Kin (Tentacle Lurker) [AC 23, HD 15d12+75, HP 165, Initiative +6, #AT 3, Hit +9, Dam Void Pseudopod 17 (4d6+5), Multiattack (3 Pseudopod), Void Pseudopod (DC 15 Constitution or be stunned for 2 rounds), Magic Immunity (spells below 8th level do not work against this creature), Damage Immunity (nonmagical weapons)]

STR: 20 (+5) INT: 13 (+1) WIS: 13 (+1)

CON: 20 (+5) DEX: 15 (+2) CHA: 6 (-2)

CR: 10 EXP: 5,900 Type: Large Aberration

5. Giant Chief

The stalls here have been destroyed and rebuilt into a chaotic patchwork throne around which piles of rubble have been stacked, some rough-cut, and others chiseled into large round boulders. Atop this monstrous seat sits a giant with flaming red hair and beard with black pools for eyes and skin torn in many places, leaving seeping wounds.

A fire giant leader was driven mad by the bender presence on this level, having come too close to the open rift. He now lurks within this stall, trying to wrest the darkness from his mind but only falling further and further into madness. He is an expert at throwing stones and will use distance to strike at the characters if possible.

Fire Giant, (Bender-Corrupted) [AC 3, HD 18, HP 144, #Att 1, Dam (Greatsword) 5-30, Rock Thrower (He is a great rock thrower and gets 2 attacks a round if he throws rocks, doing 2-20 points of damage per rock.), Immune to Fire. EXP: 6,120]

TREASURE

None

Fire Giant, (Bender-Corrupted) [AC 18, HD 18d12+108, HP 216, Initiative +5, #AT 2, Hit +13, Dam Greatsword 28 (6d6+7), Multiattack (2 Greatsword), Fire Immunity, Rock Thrower (gains 3 attacks per round if throwing rocks, +11 to hit, 29 (4d10+7))]

STR: 25 (+7) INT: 10 (-) WIS: 14 (+2)

CON: 23 (+6) DEX: 9 (-1) CHA: 13 (+1)

CR: 11 EXP: 7,200 Type: Huge Giant

6. Stablemaster's Quarters

A single bed rests against the western wall of this chamber, but half a dozen sleeping mats are also present, most along the southern wall. A simple screen half conceals the bed, and a chest has been set behind it. A small cooking hearth is in the center of the large chamber with a dozen stools stacked near it, and a hole in the ceiling above acts as a vent.

Atop the chest is a Saddle of Riding. This magical item allows anyone without riding experience to be considered proficient and anyone proficient in riding to do so with a +2 on all checks. Within the unlocked chest, there are dozens of husbandry papers on various avian riding animals (worth 1,000 gp to the right buyer) and two small sacks with 50 gp in each.

7. Smithy

Three anvils are present in the large room as is a furnace on the western wall and a bellows. There are several barrels of raw iron against the southern wall, and a rack of smithy tools hang on the northern wall along with two leather aprons.

Within the smithy is another rogue corrupted air elemental. It will attack by 'picking up' a number of deadly forge items (hammers, shards of steel, shoe nails, etc.) and whipping them around in the gale. This will cause all those inside the room to take 2 hit points of damage per round as long as the elemental is active.

The forge is a fine one, and if anyone has picked up the forge skill, they can utilize this forge to create weapons, including those with the Chaos Material of the benders.

Air Elemental, Greater (Bender-Corrupted) [AC 2, HD 14, HP 70, #Att 1, Dam (Slam) 2-20, +2 or better weapon to hit. EXP: 3,820]

TREASURE

None



Air Elemental, Greater (Bender-Corrupted) [AC 15, HD 12d10+24, HP 90, Initiative +7, #AT 2, Hit +8, Dam Slam 14 (2d8+5), Multiattack (2 Slams), Whirlwind [Recharge 4–6] (DC 13 Strength or take 15 (3d8+2) bludgeoning and be thrown back 20 feet), Fire Immunity, Magic Resistance (advantage on all saves)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)
CON: 14 (+2) DEX: 20 (+5) CHA: 6 (-2)
CR: 5 EXP: 1,800 Type: Large Elemental

8. Food Stores

A sliding wooden door opens into a large room that holds dozens of bales of hay and several large kegs of oats.

The food within is still in good shape although obviously meant for an animal. Otherwise, there is nothing of particular value within this room.

9. Bridle and Saddle Storage

Dozens of leather and steel bridles and saddles are within this room sitting on rails or hanging from pegs on the wall.

Although the bulk of items within this room are mundane, there are two magic items. A leather Apron of Forging (which is +2 to all forging rolls or provides the smithing proficiency to any person wearing it) and a set of fine leather horse Barding +2.

The Lake The Great Central Pool

The area surrounding the lake will have to be traversed by the characters at various times during the adventure, but it will be up to the DM when the actual ‘final boss’ of this level will appear. Lurking deep within the lake is a water dragon (also corrupted by the power of the bender), and it will burst to the surface ready to deal death on anything it sees as a threat (which at this point is anything living). As the beast is long (like a serpent), its body is hard to completely control as it snakes through the pool. Therefore, at any time, there is a 2 in 6 chance that some part of its body will be below one of the two bridges that cross the pool.

The one disadvantage to the water dragon’s combat ability is that it cannot fly, but it will draw back into the lake to avoid melee if the characters are dealing heavy damage, preferring to utilize its breath weapon on those on the shore. If it is reduced to 10 or fewer hit points (assuming it’s not killed by the attack that puts it there), the dragon will submerge, hoping to stay beneath the surface and heal. As long as the dragon is alive, access to the final level of the dungeon will be denied to the characters.

Water Dragon, Ancient Green (Bender-Corrupted) [AC -1, HD 22, HP 154, #Att 3, Dam (Claw) 3–18/3–18, (Bite) 3–30, Immune to Poison, Breath Weapon 50-foot cone. EXP: 89,770]

TREASURE None

Water Dragon, Ancient Green (Bender-Corrupted) [AC 21, HD 22d20+154, HP 385, Initiative +6, #AT 3, Hit +15, Dam Bite 19 (2d10+8) + Poison 10 (3d6), Claw 22 (4d6+8), Multiattack (1 Bite/2 Claws), Frightful Presence (each round must resist a DC 19 Wisdom or be frightened for 1 minute), Legendary Resistance (can succeed in a missed saving throw 1/day), Breath Weapon [Recharge 5–6] (DC 22 Constitution vs. poison gas, taking 77 (22d6) or half on success)]

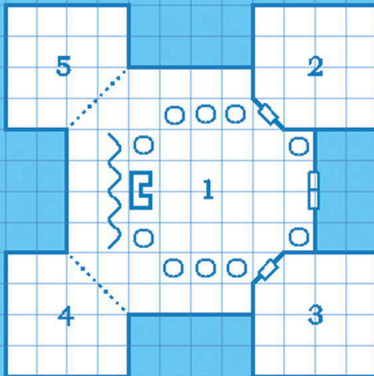
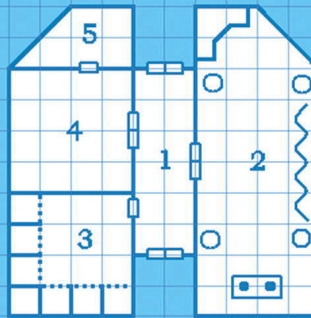
STR: 22 (+6) INT: 20 (+5) WIS: 15 (+2)
CON: 20 (+5) DEX: 11 (-) CHA: 10 (-)
CR: 22 EXP: 41,000 Type: Gargantuan Dragon

Endgame

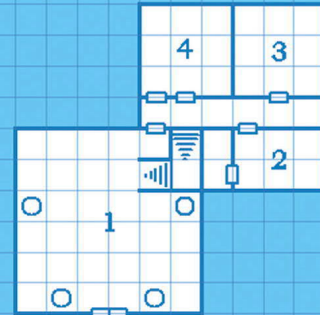
Once the water dragon is defeated, the double doors to the 6th Level of the Kasbah Dungeon will appear and open. It is up to the characters to enter it at that moment or wait. To open the double doors will cost 7,000 ril crystals, so keep that in mind. Thus ends Folio #24.

THE FOLIO

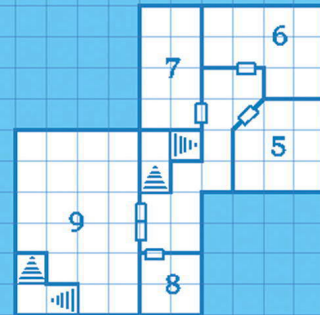
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○ Column



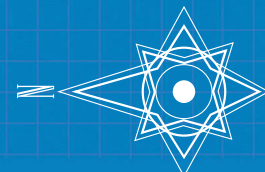
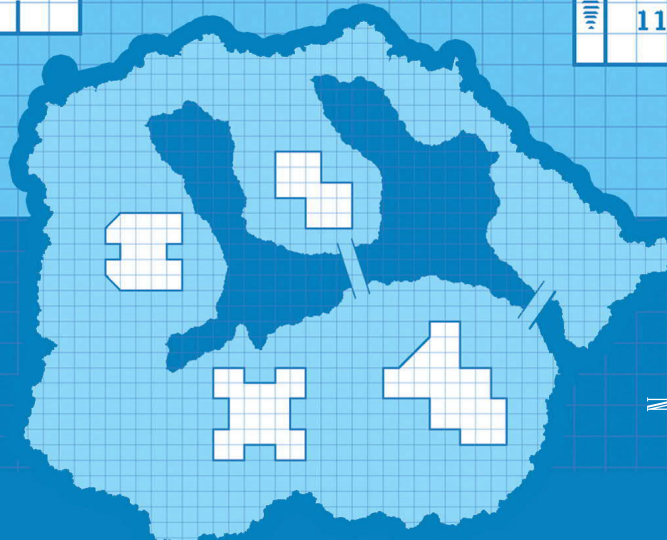
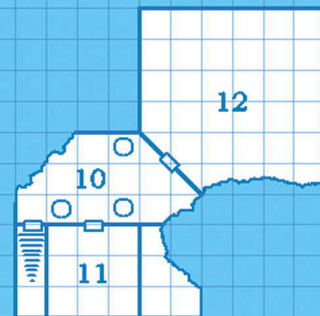
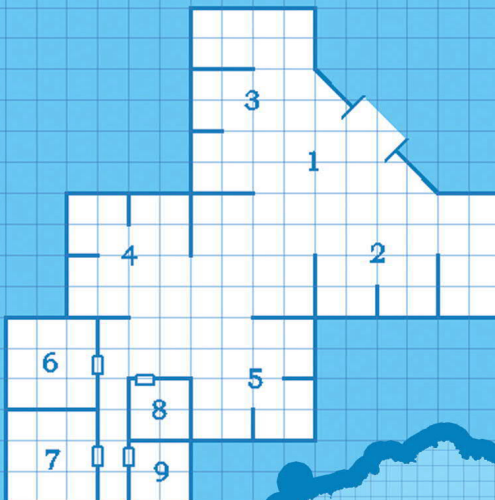
1st Level



2nd Level



3rd Level



**CRK 5.5
& 6.5**
Bonus Module

THE FOLIO

Mini-Module



CURSE OF ROSLOF KEEP CAMPAIGN

The Razuul Gambit

Mini-Adventure CRK 5.5 & 6.5

by Scott Taylor

House Razuul has finally pushed the Company of the Ivory Scimitar too far, and it is time for a reckoning. The black stone tower of the Spell Weavers is now the apex of the vengeful thoughts of the members of the Scimitar, and a daring raid on the tower will prove once and for all who is responsible for all the deadly threats the other companies of the Kasbah have been under; or so the members believe. Will this put an end to the external threats? Only a final company on company climactic combat will decide.

The Razuul Gambit is a companion adventure made to go along with the events transpiring in The Curse of Roslof Keep campaign. It is designed for 1E & 5E adventure mechanics and is for characters levels 13-16. This mini-adventure has everything a dungeon master needs to run an effective high level supplemental adventure in this setting.



Mini-Adventure CRK 5.5 & 6.5

The Razuul Gambit

Okay, so there is certainly a possibility that the players (and therefore the characters) will just say, 'Fuck these assholes, they're going to die!' and start plotting the demise of House Razuul or at the very least its banner company, the Spell Weavers. As I've run through this, I know that vindictive, aggressive players are out there, and sometimes you've just got to honor their wishes and not railroad them into turning the other cheek, so to speak. Because of this, I thought it was important to include a mini-adventure that could be utilized to put an end to the Spell Weavers once and for all. If this suits your purpose, then you will find all the statistics one would need within. Hopefully, it doesn't come to this, but nonetheless, here it is.

1. Primary Purpose: Provide 'motivated' players to 'get even' with house and company that has been trying to off them the whole campaign.
2. Secondary Purpose: Gain experience to help with the clearing of the Kasbah Dungeon.
3. Time for Running: This mini-adventure is likely to be run after the events of Folio #24 and the final Night of Skulls.

The Spell Weaver Tower

The tower was once an old library within the Kasbah or some whisper the home of an ancient wizard, but whatever the case, it had been abandoned for years before the Kasbah Dungeon appeared beneath the streets and caused the locals to look for places to quickly house the banner companies come to conquer it. One such building was the 'old tower', and it was quickly claimed by House Razuul and the Spell Weavers. An enormous banner was unfurled from the upper balcony of the black stone tower with the Spell Weavers' sigil on it, facing the street, to proclaim just how 'important' those within were as House Razuul spares no expense. Initially, the place was redecorated and made to serve as a remote headquarters for the Spell Weavers while they were on their delves. As the campaign wore on, it became more of a den of debauchery and planning center for attacks on other companies instead of a fallback point from dungeon forays.

Telling the Story

This will be a story based on hatred or revenge, and as such the DM should taper enthusiasm and try to make players understand that what they are about to do will certainly shift the power of the Kasbah Dungeon. Their actions will change the way they are perceived outside the dungeon by locals and other banner companies—and how they view themselves. That shouldn't be a full deterrent, but they will have to look hard at themselves afterward. Also, the destruction of the Spell Weavers will create a mental 'opening' for the bender's evil in the final levels of the dungeon, penalizing anyone who partook of the battle with a -1 on all saves when fighting the bender. This reflects the darkness of the deed. The only class immune to this would be a paladin because they are delusional with their faith and believe their god told them to do this. Blind faith, even if misguided, is still blind faith.

The Spell Weavers

As a company, the Spell Weavers are 'mage heavy'. They typically run with three high-level mages, a fighter/m-u, and a cleric, and supplement that with a full member fighter and a cadre of four mercenaries under the fighter's direct command. They have no rogue, but one of the magic-users specializes in detections and knock spells, so they can get by without one. For this adventure, they will be dispersed throughout the tower, but once combat begins on floor one, they will move to congregate and form a defense, their last resort being a teleport spell although they are loath to be kicked out of their tower.

Greater NPCs

I've decided to put all the Spell Weavers and their mercs in one place, thus you (as the DM) can decide where to place them exactly within the confines of the tower. I will make suggestions for placement, but for reference, at least they will all be in one place.

Grimon Tarrot

(Leader of the Spell Weavers)

Level: 15th (Magic-user), **HP:** 37 **AC:** 3

Spells: *Standard Day Prepared: [5/5/5/5/5/2/1] 1st Level (Magic Missile, Dancing Lights, Detect Magic, Shield, Identify), 2nd Level (Continual Light, Flaming Sphere, Mirror Image, Web, Stinking Cloud), 3rd Level (Lightning Bolt, Fireball, Dispel Magic, Haste, Invisibility 10' Radius), 4th Level (Charm Monster, Ice Storm, Fire Shield, Fear, Evard's Black Tentacles), 5th Level (Passwall, Airy Water, Hold Monster, Feeblemind, Wall of Force), 6th Level (Disintegrate, Otiluke's Freezing Sphere), 7th Level (Power Word, Stun)

Spell Slot: 5 (1st), 5 (2nd), 5 (3rd), 5 (4th), 5 (5th), 2 (6th), 1 (7th)

Staff: Hit +2, Damage +2, Dagger:

Hit +3, Damage +3

Items: Staff +2, (Black) Cloak of Protection +2, Dagger +3, Wand of Fire (34), Ring of Protection +3, Scroll Case (Magic Missile x3 (15th Level)), Black Robes of Protection +2

Weapons of Proficiency: Staff, Dagger

STR 13 (+1) DEX 12 (+1) CON 15 (+2)

INT 20 (+5) WIS 14 (+2) CHA 9 (-1)

AC: 17, HP: 71

Initiative: +1 Proficiency Bonus: +5

Saving Throws: Wisdom & Intelligence

Skills: Arcana, History, Insight, Investigation

Passive Wisdom (Perception): 17

Features & Traits: Spellcasting, Arcane Recovery, Arcane Tradition (Evocation), Evocation Savant, Sculpt Spells (13 creatures), Potent Cantrip (half damage on a successful save), Empowered Evocation (+5 Damage on all evocation spells), Overchannel

Spells: *Standard Day Prepared: Cantrips (Fire Bolt, Light, Prestidigitiation, Shocking Grasp, True Strike), 1st Level (Chromatic Orb, Magic Missile, Shield, Color Spray), 2nd Level (Continual Flame, Hold Person, Mirror Image), 3rd (Lightning Bolt, Counterspell, Haste), 4th (Ice Storm, Fire Shield, Wall of Fire), 5th (Passwall, Cloudkill), 6th (Disintegrate), 7th (Finger of Death), 8th (Power Word Stun)

Spell Slots: 5 (Cantrip), 4 (1st), 3 (2nd), 3 (3rd), 3 (4th), 2 (5th), 1 (6th), 1 (7th), 1 (8th)

Actions: Staff: +8 Hit, 5 (1d6+2), bludgeoning. Dagger: +8 Hit, 5 (1d4+3)

Items: Staff +2, (Black) Cloak of Protection +2, Dagger +2, Wand of Wonder (34), Ring of Protection +2, Scroll Case (Magic Missile x3 (15th Level)), Robes of Protection +2

Alanis Buvara

(2nd in Command of the Spell Weavers)

Level: 11th (Magic-user), **HP:** 30 **AC:** 5

Spells: *Standard Day Prepared: [4/4/4/3/3] 1st Level (Magic Missile, Dancing Lights, Detect Magic, Shield), 2nd Level (Continual Light, Flaming Sphere, Mirror Image, Web), 3rd Level (Lightning Bolt, Dispel Magic, Haste, Invisibility 10' Radius), 4th Level (Charm Monster, Ice Storm, Fire Shield), 5th Level (Passwall, Airy Water, Hold Monster)

Spell Slot: 4 (1st), 4 (2nd), 4 (3rd), 3 (4th), 3 (5th)

Staff: Hit +1, Damage +1, Dagger: Hit +3, Damage +3

Items: Staff +1, (Black) Cloak of Protection +2, Dagger +3, Ring of Protection +1

Weapons of Proficiency: Staff, Dagger

STR 13 (+1) DEX 17 (+3) CON 13 (+1)

INT 20 (+5) WIS 14 (+2) CHA 9 (-1)

AC: 16, HP: 51

Initiative: +3 Proficiency Bonus: +4

Saving Throws: Wisdom & Intelligence

Skills: Arcana, History, Insight, Investigation

Passive Wisdom (Perception): 16

Features & Traits: Spellcasting, Arcane Recovery, Arcane Tradition (Evocation), Evocation Savant, Sculpt Spells (13 creatures), Potent Cantrip (half damage on a successful save), Empowered Evocation (+5 Damage on all evocation spells)

Spells: *Standard Day Prepared: Cantrips (Fire Bolt, Light, Prestidigitation, Shocking Grasp, True Strike), 1st Level (Chromatic Orb, Magic Missile, Shield, Color Spray), 2nd Level (Continual Flame, Hold Person, Mirror Image), 3rd (Lightning Bolt, Counterspell, Haste), 4th (Ice Storm, Fire Shield, Wall of Fire), 5th (Passwall, Cloudkill), 6th (Disintegrate)

Spell Slots: 5 (Cantrip), 4 (1st), 3 (2nd), 3 (3rd), 3 (4th), 2 (5th), 1 (6th)

Actions: Staff: +6 Hit, 5(1d6+2), bludgeoning. **Dagger:** +7 Hit, 5 (1d4+3)

Items: Staff +1, (Black) Cloak of Protection +2, Dagger +2, Ring of Protection +1

Olan of Trista

(Thief Ability of the Spell Weavers)

Level: 10th (Magic-user), **HP:** 26 **AC:** 7

Spells: *Standard Day Prepared: [4/4/3/2/2] 1st Level (Identify, Push, Detect Magic, Spider Cline), 2nd Level (Detect Invisibility, Knock x2, Shatter), 3rd Level (Detect Illusion, Dispel Magic, Protection from Normal Missiles), 4th Level (Dimension Door, Monster Summoning II), 5th Level (Passwall, Teleport)

Spell Slot: 4 (1st), 4 (2nd), 3 (3rd), 2 (4th), 2 (5th)

Dagger: Hit +2, Damage +2

Items: Dagger of Venom +2, (Gold) Cloak of Protection +2, Wand of Secret Door & Trap Detection (40), Ring of Protection +1, Scroll Case (Magic Missile x4 (15th Level))

Weapons of Proficiency: Staff, Dagger

STR 11 (-) DEX 14 (+2) CON 14 (+2)

INT 18 (+4) WIS 14 (+2) CHA 12 (+1)

AC: 15 (Cloak & Ring) **HP:** 61

Initiative: +2 **Proficiency Bonus:** +4

Saving Throws: Wisdom & Intelligence

Skills: Arcana, History, Insight, Investigation

Passive Wisdom (Perception): 16

Features & Traits: Spellcasting, Arcane Recovery, Arcane Tradition (Evocation), Evocation Savant, Sculpt Spells (13 creatures), Potent Cantrip (half damage on a successful save), Empowered Evocation (+5 Damage on all evocation spells)

Spells: *Standard Day Prepared: Cantrips (Mage Hand, Light, Acid Splash, True Strike, Message), 1st Level (Detect Magic, Identify, Unseen Servant, Expeditious Retreat), 2nd Level (Knock x2, Levitate), 3rd (Dispel Magic, Counterspell, Slow), 4th (Dimension Door, Locate Creature, Stoneskin), 5th (Passwall)

Spell Slots: 5 (Cantrip), 4 (1st), 3 (2nd),

3 (3rd), 3 (4th), 1 (5th)

Actions: **Dagger:** +8 Hit, 6 (1d4+4)

Items: (Black) Cloak of Protection +2, Dagger of Venom +2,

Wand of Secrets, Ring of Protection +1,

Scroll Case (Magic Missile x3 (15th Level))

Hasaan Ya

(Cleric of Loki)

Level: 14th, **HP:** 80 **AC:** 2

Spells: *Standard Day Prepared: 1st (Cure Light Wounds x4, Cause Light Wounds, Detect Evil, Command, Bless), 2nd (Detect Life, Enthrall, Silence 15' Radius x2, Hold Person x3, Aid), 3rd (Animate Dead, Cause Blindness, Dispel Magic x2, Prayer, Locate Object, Darkness), 4th (Cloak of Fear, Cure Serious Wounds x4, Giant Insect), 5th (Flame Strike x2, Slay Living), 6th (Blade Barrier, Heal)

Spell Slot: 8 (1st) 8 (2nd) 7 (3rd) 6 (4th)

3 (5th) 2 (6th)

Spear: Hit + 2, Damage +2 (2d6 damage)

Items: Spear +2 (Lightning Touched, adds 2–12 electrical damage), Chainmail +2, Horned Helmet of Protection +2

Weapons of Proficiency: Mace, Hammer

STR 13 (+1) DEX 16 (+3) CON 18 (+3)

INT 11 (-) WIS 18 (+4) CHA 15 (+2)

AC: 23 (Chain, Dex) **HP:** 94

Initiative: +3 **Proficiency Bonus:** +5

Saving Throws: Wisdom & Charisma

Skills: Medicine, Religion, Animal Handling, Survival

Passive Wisdom (Perception): 19

Features & Traits: Spellcasting, Divine Domain (Trickery), Channel Divinity (2/rest) [Illusionary Duplicate, Cloak of Shadows, Divine Strike (2d8 Poison Damage on 1 strike)], Destroy Undead (CR 3), Divine Intervention]

Spells: *Standard Day Prepared: Cantrips (Spare the Dying, Light, Guidance, Resistance, Thaumaturgy), 1st Level (Cure Wounds, Command, Guiding Bolt, Inflict Wounds), 2nd (Aid, Hold Person, Silence), 3rd (Animate Dead, Mass Healing Word, Spirit Guardians), 4th (Freedom of Movement, Guardian of Faith, Locate Creature), 5th (Flame Strike), 6th (Heal), 7th (Resurrection), [Domain Spells (Charm Person, Disguise Self, Mirror Image, Pass without Trace, Blink, Dispel Magic, Dimension Door, Polymorph)]

Spell Slots: 5 (Cantrip), 4 (1st) 3 (2nd) 3 (3rd),

3 (4th) 1 (5th) 1 (6th) 1 (7th)

Actions: **Attack:** +7 **Spear**, 12 (3d6+3), piercing, electric

Items: **Spear** +2 (Lightning Touched, adds 6 (2d6) electrical damage),

Chainmail +2, **Horned Helmet of Protection** +2

Farhazan Fahib

(Fighter of the Spell Weavers)

Level: 11th, **HP:** 110

AC: -4 (Plate + Shield + Ring)

Two-Handed Sword: Hit +8,

Damage +11 (#Att 2/1)

Items: Two-Handed Sword +2, Platemail +2, Kite Shield +2, Helm, Ring of Protection +2, boots, backpack

Weapons of Proficiency: Two-Handed Sword (Double Specialized)

STR 19 (+4) DEX 13 (+1) CON 20 (+5)

INT 10 (-) WIS 11 (-) CHA 11 (-)

AC: 28 (Plate + Shield + Ring + Ability)

HP: 132

Initiative: +1 **Proficiency Bonus:** +4

Saving Throws: Strength & Constitution

Skills: Perception, Intimidation,

Athletics, Animal Handling

Passive Perception (Wisdom): 14

Features & Traits: Fighting Style (Defense, Protection), Second Wind,

Action Surge (one use), Martial Archetype (Champion), Extra Attack

(2), Improved Critical, Remarkable Athlete, Indomitable (one use)

Actions: **Attack:** +10 Greatsword, 12 (2d6+6), slashing, two-handed

Items: Greatsword +2, Platemail +2, Kite Shield +2, Ring of Protection

+2, Helm, boots, backpack

Marian Nightflower

(Fighter/Magic-user)

Level: 7th/11th [Level Capped] **HP:** 83

AC: 1 (Chain + Ring)

Spells: *Standard Day Prepared: [4/4/4/3/3] 1st Level (Magic Missile, Sleep, Hold Portal, Shield), 2nd Level (Continual Light, Invisibility, Levitate, Strength), 3rd Level (Fireball, Fly, Slow, Protection from Evil 10'), 4th Level (Evard's Black Tentacles, Wall of Ice, Massmorph), 5th Level (Feeblemind, Airy Water, Cone of Cold)

Spell Slot: 4 (1st), 4 (2nd), 4 (3rd), 3 (4th), 3 (5th)

Elven Longsword: Hit + 6, Damage +6

(#Att 2/1)

Items: Elven Longsword +3, Ring of Protection +2, Elven Chain +2

Weapons of Proficiency:

Longsword (Double Specialized), Dagger

STR 12 (+1) DEX 18 (+4) CON 18 (+4)

INT 17 (+3) WIS 13 (+1) CHA 14 (+2)

AC: 24 (Chain + Ring) **HP:** 128

Initiative: -- **Proficiency Bonus:** +4

Saving Throws: Strength & Constitution

Skills: Athletics, Survival,

Animal Handling, Perception

Passive Wisdom (Perception): 14

Features & Traits: Fighting Style (Dueling), Second Wind, Action Surge

(one use), Martial Archetype (Eldritch Knight), Extra Attack (2), War

Magic (cantrip + attack), Indomitable, Eldritch Strike

Spells: *Standard Day Prepared: Cantrip (True Strike, Blade Ward, Ray of Frost, Shocking Grasp), 1st Level (Mage Armor, Chromatic Orb), 2nd (Blur, Scorching Ray)

Spell Slot: 3 (Cantrip), 4 (1st), 3 (2nd)

Actions: **Attack** [3]: +10 Longsword, 8 (1d8+4), slashing, versatile

Items: Longsword +3, +2 Ring of Protection, Elven Chain +2

4 Mercenaries [AC 1, HD 6, HP 36, #AT 2/1, D 1-8+3 (Longswords), Longsword Specialization (+1 hit/+2 Damage)]

TREASURE

All are equipped with +1 longswords & +1 shields.

4 Mercenaries [AC 23, HD 6d8+6, HP 30, Initiative +3, #AT 2, Hit +7, Dam Longsword (1d8+3), Pack Tactics (Mercenaries are at advantage if attacking with allies within 5 feet.)]

STR 16 (+3) DEX 14 (+2) CON 16 (+3)

INT 11 (-) WIS 12 (+1) CHA 10 (-)

‘Just two houses down from the House of Smoke and Veils on West Serpent, the black and gold tower of House Razuul’s Spell Weavers stands out like a bastion of darkness amid the sandy structures of the rest of the Kasbah. People walking along the street avoid standing in the building’s shadow, and the great brass crossbar holding the Spell Weaver banner that hangs from the tower’s balcony to halfway down the tower’s five levels clangs gratingly against the stone whenever the wind picks up enough to move the heavy fabric.’

First Floor

The first floor is actually a slightly rectangular foundation level that the tower rises out of. Stairs to the upper level are at the center of the chamber and several ‘low-level’ rooms surround it. The overall size is 100’ x 80’.

1. The Library Commons

This huge room still carries the trappings of a library, with heavy wooden shelving along all the walls and large tables with chairs cast about the area haphazardly. A dozen or more rugs (with no rhyme or reason to their coloration or placement) have been cast over the tile floor, and pillows are heaped in piles around two brass and silver hookah pipes. The air smells of smoke laced with drugs, and two women are sprawled half-naked on one of the large tables, seemingly asleep.

2. High Weaver Room

Although a fine lock is set into the heavy wood door of this room, it is not barred in any way, and beyond a single bed (replete with a nubile and naked young woman) sits against the northern wall, and a desk is beside it so the person sitting here can face the door. Scrolls lie atop the desk, and three barrels of spirits are upon a pentagram scrawled into the floor with some kind of orange stain.

Grimon Tarrot will be found going over the company books here 50% of the time (or having sex with one of the various slave girls the company regularly brings in). The desk has several drawers that are all locked with a magical Wizard Lock. Within will be several documents, including various contracts that tie House Razuul to all the nefarious acts of the Kasbah the past months. Also, he has several platinum bars (5,000 GP in total) and a sack of trade emeralds (10,000 GP total) within the desk.

3. The Barracks

A half-dozen bunks are within, each with a small chest, and discarded weapons, armor, clothing, and all other manner of gear has been cast about the area. The smell is heavy with sweat, and several flies buzz about the interior, likely from three slit windows overlooking an alley behind the tower.

Most times during the day, Farhazan Fahib and his 4 mercenary soldiers will be throwing dice, screwing women, or sleeping within this chamber. Fahib has a locked footlocker next to his bunk [DC 16] that contains a Potion of Gaseous Form, a sack with 124 diamonds (each worth 100 GP), and a Ring of Protection +1).

4. Kitchen & Pantry

A small kitchen, which is simply an iron stove with a vent pipe out the eastern side of the room, is home to a dozen copper pots and pans, as well as various other cooking utensils. On the southern wall, a series of shelves hold easily storable dry goods, and a hunk of fresh meat hangs from a hook in the ceiling in the southeast corner over a large ceramic bowl.

5. Dining Hall

A long central table could seat more than a dozen and rests in the center of this room with two brass lanterns suspended above it. Benches are in place on either side, and a meal (or perhaps a couple of meals) is still sitting half consumed and moldering on the top. Black flies buzz around the food and drink (some spilled on the floor), and the sweet smell of rot is heavy in the air.

Second Floor

6. The Grand Study

Shelves line the walls of this chamber as well, with narrow slits in the walls providing some cross ventilation and light. The central stair is buffeted by a dresser and several tapestries, and the floor has another collection of odd rugs. There is a dressing screen to the southeast, and a divan rests along the north wall with blankets haphazardly tossed over it as well as several empty or spilled wine goblets. The shelves are mostly empty, save for various trinkets and odd items collected by an eclectic mind, likely from the bazaar.

Grimon Tarrot also claims this room and will be found here 50% of the time. He enjoys reading on the divan and drinking until he passes out. His collection of odds and ends is quite extensive, and if collected and sold to the right dealers, could fetch close to 500 GP.

Third Floor

7. Summoning Chamber

The north side of this chamber has three pentagrams on the floor and dozens of burned down candles tossed about the area. A large and padded sleeping mat is against the eastern wall beneath a slit window, and a chest is next to it with discarded clothes tossed over it.

Both Olan of Trista and Alanis Buvara sleep here (the two are a couple although they argue and fight often). They tend to spend their money as fast as they get it (on gambling, which both enjoy far too much) and have little of value here.

Fourth Floor

8. Solarium Study

Larger windows, these shaded with gold and deep blue smoked windows are on three sides of this large chamber, and a set of double glass and bronze doors opens to the east through a dark silk curtain. A small mattress lies on the western side, along with a dressing screen and an open chest that is tossed full with various lounging robes and slippers.

This is the chamber Marian Nightflower, the elven fighter/m-u, calls home. She has a series of fine dresses within (2,500 GP in total value), as well as several fine pieces of jewelry (5,000 GP). All this can be found tossed into the chest.

9. Brass Balcony

This roughly ten-foot balcony is edged along the north and south, giving it a bit more room for several unattended and suffering plants. A brass rail of five feet in height keeps objects from falling, and the view of the entire Kasbah to the east is dramatic.

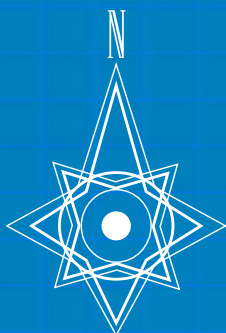
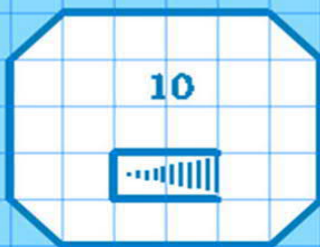
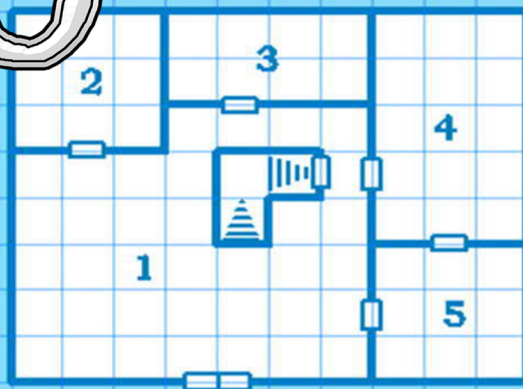
Fifth Floor

10. The Observatory

Within, a series of pulleys, cables, and wheels are attached to the northern wall that reach up to the brass ceiling high above. Currently a panel there has been opened, and the sky can be seen clearly. A small shrine has been set along the eastern wall, and a mat is next to it with a few candles, some bundles of incense, and a woven hamper with several fine silk robes, pants, and hose.

This is the sleeping chamber of the Cleric of Loki, Hasaan Ya. He typically works creating Potions of Healing and has 10 of them at any one time set beside his hamper. He also has a small cache of platinum coins beneath the shrine, 275 of them in total.

THE FOLIO



THE FOLIO

Folio Module CRK6

The Labyrinth of the Chaos

An adventure for 5–8 characters, levels 14–16



The Labyrinth of the Chaos
by Scott Taylor

of

The Curse of Roslof Keep

An adventure for
5-8 characters,
levels 14-16



5 SECRET DOOR

TRAP

Folio Module

The Kasbah of the Chaos

An adventure in both 1E and 5E formats for
5–8 characters, levels 14–16

This adventure, although located in the 6th Level of the Kasbah Dungeon, is not so much a basic door-opening crawl as it is a fight to free the Shard of the Infernal Machine from the benders that have wormed their way into this world through the extended use of the Shard's pocket dimensions. The endgame will be to not only see the benders destroyed, but also the permanent destruction of the Kasbah Dungeon (and its dimensional link to this world), thus denying the benders further entry.

Obstacles to this will be the various corrupted creatures within, the massive ril cost for opening doors, and the insidious link that binds all the monsters on the level to the true-form bender that lurks just beyond the veil and holds the Shard in its clutches.

Extended Roslof Storyline

This level will not be typical of the Kasbah Dungeon the characters are used to. This will be a horror fest of chaos and death. This is what the benders will bring to the universe if they succeed in coming across the planar breach. The characters will have faced all manner of threats to this point, both above and below, but this will be their most horrific set of encounters. When talking about the feel, the characters should understand they are feeling something different here, something alien—an eternal madness and suffering. Even the magic within will have aftershocks of chaotic nature (see below). One other note here, this is the end of the Roslof storyline in Tiefon, even the last time the characters will likely see the city (as the escape route will lead to the 7th Level of the original Roslof Keep dungeon, so keep that in mind when the characters go down for the final time.

Chaos Materials & Mini-Adventures

There are 15 mini-adventures that can be played within The Curse of Roslof Keep, and many have their own wrinkles and stories that can expand the campaign; however, CRK B4 The 5 Champions of Hate is likely to be the most important as it introduces the concept of 'Chaos Materials'. These are residual bits of the physical manifestations of benders in this world, and as such, they have the power to harm the greater benders which our own magic will very likely fail to do. It is supremely important that the DM utilizes the creation of weapons from these Chaos Materials before the characters enter the 6th Level of the Kasbah Dungeon. (More on Chaos Materials can be found in Folio #24.)

The Bender Corruption

The bulk of all enemies encountered on this level will have the sub-label "bender corrupted". All those with this title will have the following special abilities resulting from that corruption, on top of (and added to!), and yes, this means there are things with 100% magic resistance) whatever abilities they normally have.

1. **Anti-Magic:** They are all considered to be 25% magic resistance
[advantage vs. spells]
2. **+2 or better weapon to hit**
[damage immunity to nonmagical weapons]
3. **Regeneration:** They heal 3 hit points per round

Running the Mad Level

The 6th Level will be broken down into 5 'sections' that the party can move through during the adventure. This is to help the DM navigate the dungeon while also allowing them to steer the final climax as they see fit.

These sections include:

The Chaos Generator

(Rooms 2–8, minus 6 and 7)

The Sunken Kingdom (Rooms 9–16)

The Vortex Cavern (Rooms 18–30)

All these sections have a theme and feel, but the endgame here will be 'pulling back the curtain' after the characters clear the final room of the full level. Then, they will enter the Chamber of the Damned, in which the final combat for all the marbles will take place.

The Amber Doors

Although it is impossible to know if you, as the DM, have run all the various mini-adventures associated with the Amber Doors, I have still placed one in this module. It is my suggestion that this door be a 'back door' into CRK B3 A Secret Respite because I think the characters will need an opportunity to recharge and recover before they take on the final room and the final boss. Obviously, this is up to the DM, but please keep in mind how your party is doing before choosing a different Amber Door setting.

DM Suggestions

There are going to be some 'issues' within this module that the DM will have to deal with. First, the mitigation of 'door opening' costs in ril crystals. I've set a price per door of 1,000 ril crystals, but the benders within provide no ril, and the other monsters only 500, so unless the party has a good stockpile from previous levels, they might run out of ril before the level is cleared, so please keep this in mind. You can take care of the issue in one of two ways: decrease the door opening costs or have the characters retreat from this level and collect further ril on previous levels (although I don't recommend this since you are already in the endgame). Another thing that must be taken into account is that the final boss will be virtually unbeatable (as will some of the sub-bosses) without the Chaos Weapons that should have been collected before entry, so keep in mind they are HIGHLY recommended unless you want to end the campaign in a TPK.

Ril Crystal Cost

Each door within this level costs 1,000 ril to open. Enemies killed provide ril at a sum of 500 per creature. So keep that in mind.

Campaign Endgame

Once the True Form Bender is destroyed, the entire dungeon will disappear, the characters finding themselves on the street outside their apartments. Somewhere in the bazaar, there will be a familiar woman (the Shard) who will wave at the party and then disappear into the crowd. The Kasbah Council will not acknowledge that any particular banner company defeated the dungeon as it simply looks to have disappeared, and the city of Tiefon will quickly go back to normal.

However, the Council will allow members of the Ivory Scimitar to remain inside the Kasbah if they choose (as they do believe they are the ones who defeated the dungeon). Whatever the case, life will return to normal, and the characters will be released from their contract as this seemed to be a 'no-win situation' for all the houses involved.

Part One

The Chaos Generator

1. The Entry Hall

Red stones set with swirling black patterns create this large chamber. The upper vault swirls with dark energy like some portal ready to rain down darkness on those below.

To the south, a set of double bronze doors cut with dragon head patterns looms between two guttering torches. A single dark-stained wooden door is set in both the eastern and western walls about halfway into the room.

A palpable sense of doom can be felt within this chamber as though something about the dungeon itself is 'off'. Every other round, a bender scout guard (Folio of Fiendish Monsters, pg. 9) will drop from the ceiling as long as characters loiter here.

Bender Scout [AC 1, HD 12, HP 72, #Att 2, Dam (Chaos Lance) 1–10, +2 or better weapon to hit, 25% Magic Resistance, Lance Expert (+2 on attack rolls with a Chaos Lance), Eyes of Chaos (instead of a lance attack, the creature can make eye contact with an opponent, forcing a saving throw vs. spell at -2 or become charmed). EXP: 3,302]

TREASURE
None

Bender Scout [AC 19, HD 12d12+60, HP 132, Initiative +5, #AT 2, Hit +8, Dam Chaos Lance 14 (2d10+4), Multiattack (2 Chaos Lance), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves), Eyes of Chaos (DC 18 Wisdom or become charmed for 12 rounds (costs one lance attack))]

STR: 18 (+4) INT: 12 (+1) WIS: 13 (+1)
CON: 20 (+5) DEX: 15 (+2) CHA: 6 (-2)
CR: 6 EXP: 2,300 Type: Medium Humanoid

2. The Cell of Insane Sinners

A fifty-by-thirty-foot chamber is set with barred cells along the northern wall. The floor is stained with old rusty blood, and torches are set into the southern wall of the room.

Each cell within the chamber is shrouded in darkness, and any character coming within 5 feet of it will cause the tentacle lurker within to shoot out a pseudopod in attempts to grab the character and kill them. Only by moving into the cells themselves will the characters be fully able to kill the bender-kin; otherwise, when reduced to 10 hit points or less, it will withdraw into a dark void in the final cell.

Bender-Kin, Tentacle Lurker [AC -7, HD 15, HP 90, #Att 3, Dam (Void Pseudopod) 4–16, Magic Resistance: 75%, Void Pseudopod (each hit from a pseudopod requires a saving throw vs. paralysis or be stunned for 2 rounds), +3 or better weapon to hit. EXP: 7,000]

TREASURE
None

Bender-Kin, Tentacle Lurker [AC 23, HD 15d12+75, HP 165, Initiative +6, #AT 3, Hit +9, Dam Void Pseudopod 17 (4d6+5), Multiattack (3 Pseudopod), Void Pseudopod (DC 15 Constitution or be stunned for 2 rounds), Magic Immunity (Spells below 8th level do not work against this creature), Damage Immunity (nonmagical weapons)]

STR: 20 (+5) INT: 13 (+1) WIS: 13 (+1)
CON: 20 (+5) DEX: 15 (+2) CHA: 6 (-2)
CR: 10 EXP: 5,900 Type: Large Aberration

3. The Cage Keeper's Room

Refuse fills the floor around the walls of this room, and a central straw mat is flanked by wine jugs. The walls are covered with chains, some holding great keys the size of a man's lower arm.

Inside each jug can be found 100 gold pieces and 1,000 silver pieces, and a Ring of 3 Wishes lies buried below the coins in one particular jug. Otherwise, this room is empty of any threat.

4. Room of Tortures

Bloody hooks, barbs, chains, and all manner of devious devices hang from the walls of this room, and at the center, a blood-stained stone bed rests. A single lamp provides the only illumination, and it hangs near the back of the room close to a black hide curtain.

Behind the black curtain is a bender-kin: a skin beast. The creature has the power to utilize a terrible ability called 'Skin Shift' and can do so once every other round on top of its two slam attacks.

Skin Beast, Bender-Kin [AC -1, HD 16, HP 96, #Att 6, Dam (Slam) 2–12, Skin Shift (save vs. spell or take 3–36 points of damage and permanently lose 1–4 points of Charisma), +2 or better weapon to hit, 35% Magic Resistance. EXP: 9,230]

TREASURE
None

Skin Beast, Bender-Kin [AC 21, HD 16d10+48, HP 128, Initiative +5, #AT 2, Hit +9, Dam Slam 10 (2d6+4), Stealth +7, Multiattack (2 Slams), Skin Shift [Recharge 5–6] (DC 18 Constitution take 18 (2d12) damage and lose 2 (1d4) points of Charisma permanently), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves)]

STR: 18 (+4) INT: 15 (+2) WIS: 15 (+2)
CON: 16 (+3) DEX: 15 (+2) CHA: 8 (-1)
CR: 13 EXP: 10,000 Type: Medium Aberration

5. Key-man's Abode

A small brass bed occupies one corner of the room, and a chest with three locks rests at its foot. The floor is covered with a light green rug, and several tapestries depicting forest settings adorn the walls.

The 'Key-Man' is not typically within this chamber but, instead, tends to the Veil in Room 8A. He does, however, have keys to each of the cells in Room 2 (not that you'd want to open them) and a Mask of Crisp Air (grants the wearer immunity to all airborne toxins) that lies within the chest alongside three large rubies (500 gp each).

CHEST

All locks are hard (-10% to Pick Locks) [DC 19] but are not trapped.

6. Lair of the Dark Kobolds

Piles of straw, set with little clumps of glowing mushrooms, acts as nests in this twenty-foot-square room. At the center, a small cookfire with bones strewn around it shimmers with orange embers.

The kobolds in this chamber utilize the Veil to displace themselves (like a displacer beast) and have been bestowed with greater power by their connection to the Veil. When characters approach the room, a guard at the spyhole in the southern wall will alert the others within, putting them at the ready to ignite a fire trap set before the door.

(5) Displacer Kobolds (Bender Corrupted) [AC 5, HD 8, HP 40, #Att 1, Dam (Claws) 1–10, Surprise 1–5, Blink (30% miss chance). EXP: 897]

TREASURE

17 gems (100 GP each) and a Cloak of Fire Resistance (protects the wearer vs. 25 points of heat damage per round)

(5) Displacer Kobolds (Bender-Corrupted) [AC 15, HD 8d8+8, HP 32, Initiative +6, #AT 1, Hit +6, Dam Claw 9 (3d6), Blink (disadvantage on all melee attacks against them)]

STR: 10 (-) INT: 10 (-) WIS: 10 (-)
CON: 12 (+1) DEX: 19 (+4) CHA: 9 (-1)
CR: 3 EXP: 700 Type: Small Humanoid

Fire Trap

The ashen ground around the door has been soaked with a highly combustible fluid that the kobolds will ignite when characters come within 5 feet of the door. Damage, 3–36 [18 (3d12)].

7. Fall of the Dead Priest

This room has ash-scarred walls, and at the center of what could only be considered a 'blast', a skeleton in tattered robes and burned plate armor forever slumbers.

Whatever happened here is long over, and the stain on the wall means little to the characters. This room is empty and will simply cost the characters ril to enter, nothing more.

8. The Entry of Chaotic Light

This large, plus-shaped entry holds three small doors to the south, northeast, and southwest, with a larger set of double doors in the western wall. Above, another swirling maelstrom of darkness and twinkling lights spins with occasional electrically charged bolts striking the stone floor with enough energy to leave dusky ashen scars.

This chamber is simply the opening to the final boss battle, which will take place in Room 8A. There is nothing of value here nor any threats.

8A. The Demi-chamber of Chaos

This massive room opens up to darkness all along the western side as though something sinister lurks within a veil of pure shadow. There is an oppressive sense in the air and a feeling that everything is being drawn toward the veil, and even the walls, ceiling, and floor seem to distort toward the west.

The boss battle for this section will be here. The Key Man, a nasty assassin, lurks in the room (have him use Hide and Move Silent [**Stealth**] before the players enter). Once they are inside and are attacked by the Void Champion, the Key Man will attempt a backstab attack utilizing his void poison.

The bender-kin within is a Void Champion, a great tentacle bender that can stun targets with its void essence once they are struck by one of its 8 tentacles. Once the characters enter, the tentacles will flash out, trying to crush anything inside the room.

Key Man [AC 5, HD 10, HP 40, #AT 1, D 1-4 (Poison), Backstab x4, Poison (save or take 3-30 points of poison damage), Hide in Shadows 60%, Move Silently 75%]. EXP: 1,910]

TREASURE

Dagger +4 [+2], keys to every lock on the 6th Level of the dungeon

Key Man [AC 15, HD 10d8+20, HP 60, Initiative +9, #AT 1, Hit +9, Dam Dagger 7 (1d4+5), Sneak Attack 15 (5d6), Stealth +8, Poison (DC 14 Constitution or take 15 (3d10) damage)]

STR: 14 (+1) INT: 10 (-) WIS: 10 (-)

CON: 14 (+2) DEX: 20 (+5) CHA: 10 (-)

CR: 4 EXP: 1,100 Type: Medium Humanoid

Bender-Kin, Void Champion [AC 4, HD 20, HP 136, #AT 8, D 1-12 (Slam), Otherworld Impact (save vs. petrification or be stunned 1 round). EXP: 12,680]

TREASURE

None

Bender-Kin, Void Champion [AC 16, HD 20d12+6, HP 30, Initiative +3, #AT 2, Hit +4, Slam 14 (2d8+6), Multiattack (8 Tentacles), Otherworld Impact (DC 15 Constitution or be stunned 1 round)]

STR: 22 (+6) INT: 10 (-) WIS: 10 (-)

CON: 18 (+4) DEX: 13 (+1) CHA: 8 (-1)

CR: 14 EXP: 11,500 Type: Large Aberration

Part II:

The Sunken Kingdom

9. Throne of the Sunken King

A massive, red-stained stair drops nearly twenty feet into a huge chamber below. Burning green torches light the descent, and at the bottom, a fine green mist covers the floor. Across from the foot of the stair, some thirty feet, a raised dais supports a silvered throne.

Twin banners, one of your company and another you have never seen before, rest on either side of the throne. To the east, three identical doors are set in the polished stone walls, and to the west, two other doors flank a hall in which more greenish mist clusters and swirls.

Upon the throne is the Void King, a nasty high-level undead that has replaced much of its necrotic energy with the void corruption of the benders (meaning it cannot be turned). This is a fairly straight-up fight although the king has various powers that make him difficult to take down, not to mention his corrupted nature.

The Void King (Bender Corrupted) [AC -1, HD 12, HP 109, #AT 5/2, Hit: +8, D (1-10)+13 (Greatsword), Furious Assault (After taking damage, the king flies into a rage that provides him with +2 attack and +3 damage, while costing him 2 points of AC.), Void Blood (The king has the power of shrugging off damage, meaning he regenerates 3 HP per round until death.) EXP: 11,870]



TREASURE

+4 Chainmail, +2 Ring of Protection, +3 Greatsword, 4 Potions of Extra-Healing [Greater Healing]

The Void King (Bender Corrupted) [AC 24, HD 12d12+120, HP 200, Initiative +7, #AT 3, Hit +12, Dam Greatsword 16 (1d12+10), Multiattack (3 Greatsword). Furious Assault (After taking damage, the king flies into a rage that provides him with +2 attack and +3 damage, while costing 2 points of AC.), Void Blood (The king has the power of shrugging off damage, meaning he regenerates 3 HP per round until death.)]

STR: 20 (+5), DEX 17 (+3), CON 18 (+4),

INT 10 (-), WIS 11 (-), CHA 15 (+2)]

CR: 10 EXP: 5,900 Type: Medium Undead

10. Armory of the King

A dozen or more brass hooks hang along the walls, and an empty wooden rack has been placed in the middle of the southern wall. In the middle of the room, a checkered floor has been laid out in white and red, two tiles heavily worn opposing one another.

Whatever weapons and armor were once stored here, they are no more, and the room is empty. It does, however, still cost ril to open.

11. Dark Jester's Chamber

The door to this room is fashioned with a giant white smiling mask, and various bells hang from silk threads all down the door. Within, the chamber is a menagerie of colorful carpets, tapestries, and leering sculptures and masks.

A single bed rests against the south wall, and it is laid with black sheets and pillows, a grey curtain hanging down over the bulk of it.

This is the chamber of the Dark Jester, once the joy of the king's court, but now a dark thing bent on destroying all life. Although undead, it has been corrupted by the benders and cannot be turned. In combat, the Jester will whip targets as he utilizes his Taunts (one per round), hoping to hinder those combating him.

The Dark Jester (Bender Corrupted) [AC 4, HD 11, HP 60, #AT 1, D 1-4 (Whip), Taunt of Discord (saving throw vs. spell or be at -2 attack/damage/AC), Insult of the Crushing Soul (saving throw vs. spell or be under the effects of a Slow spell). EXP: 3,720]

TREASURE

Rattle of a Devil's Grin (can cast Fear and Charm Person 1/day), +2 Ring of Protection, Bracers of Charisma +2, Whip +1

The Dark Jester (Bender Corrupted) [AC 16, HD 11d8+36, HP 80, Initiative +5, #AT 2, Hit +6, Dam Whip 5 (1d4+1), Multiattack (1 Whip/1 Taunt), Taunt of Discord (saving throw vs. spell or be at -2 attack/damage/AC), Insult of the Crushing Soul (saving throw vs. spell or be under the effects of a Slow spell)]

STR: 10 (-), DEX 15 (+2), CON 16 (+3),

INT 13 (+1), WIS 14 (+2), CHA 19 (+4)

CR: 8 EXP: 3,900 Type: Medium Humanoid

12. The Shine of Chaos

Brass candlesticks, each topped with a green candle and as tall as a man, stand in the corners of this square chamber. The floor of the room is filled with murky green mist that swirls around a pattern on the floor of white tiles that take on the aspect of a human face.

Again, this chamber costs ril to enter, but there are no enemies within. The candlesticks are topped with 'ever-burning candles', each worth 100 gp.

13. Room of Ten Skins

A dozen stuffed monsters, from a gang of goblins to an owlbear, decorate this large chamber. Above, a vaulted ceiling showcases several stuffed flying creatures, including stirges and bats, and a small purple worm emerging from a hole.

This chamber also costs ril to enter, but there are no enemies within. The monsters do, however, hold a secret. Within each is a Potion of Extra-Healing [Greater Healing], but it can only be found by the use of Detect Magic. In total, there are 10 such potions.

14. Bedchamber of the King

A massive four-post bed dominates the northern side of this chamber, and it is flanked by an empty weapons rack and armor stand to the right and a dressing screen to the left. A washbasin rests on a table near a large chest in the southeast corner of the room.

Within this room is the undead (bender corrupted and immune to turning) once bodyguard of the king. The creature is still incredibly proficient with a polearm and, as such, will try to keep the fighters at bay, utilizing its reach. It will attack anyone entering the chamber.

King's Bodyguard (Bender Corrupted) [AC -3, HD 12, HP 118, #AT 5/2, Hit: +10, D (1-12)+13 (Halberd), Reach Defense (The bodyguard is a specialist in defending with his halberd, meaning anyone attacking him in melee without a 'reach' weapon is at -3 to their attacks on the first round of melee combat.) EXP: 4,937]

TREASURE

Halberd +4 [Halberd +2], Gauntlets of Ogre Power, +2 Ring of Protection, +2 Plate Mail

King's Bodyguard (Bender Corrupted) [AC 22, HD 12d10+36, HP 106, Initiative +3, #AT 3, Hit +10, Dam Halberd 11 (1d10+6), Multiattack (3 Halberd), Reach Defense (The bodyguard is a specialist in defending with his halberd, meaning anyone attacking him in melee without a reach listed weapon is at disadvantage to their attacks during the first round of combat.)]

STR: 15 (+2) [18], DEX 17 (+3),

CON 17 (+3), INT 12 (+1),

WIS 10 (-), CHA 13 (+1)

CR: 8 EXP: 3,900 Type: Medium Humanoid

15. Hall of the 3 Queens

A cushioned mat lies in the center of this room, covered in a white fur blanket and dozens of gold and silver pillows. A half-dozen dresses hang on stands on the room's northern side, and three chests and two ivory coffers are along the southern wall.

Within, there are three mummy queens, the once brides of the king. They have been corrupted by the bender power and cannot be turned. They attack as a group, focusing on a SINGLE target, so keep that in mind. They utilize a form of attack that turns their silken mummy wraps into either weapons or armor, so the DM should decide how to best use this during battle for each bride. The half-dozen dresses are each worth 1,000 gold pieces because of the rare silks, gems, and metals used in their creation. Anyone wearing such a dress is considered to be at +2 to their Charisma score.

(3) Void Mummy Queens [AC 5*, HD 10, HP 70, #AT Varies, D 1-8 (Slashing Silk), Void Silks (Each mummy wife can control the dozen black scarves that surround her body, choosing to either attack or defend with them.

Each scarf can either attack for 1-8 slashing damage or subtract 1 from her AC. Thus, on a given round she might attack 4 times and subtract 8 from her AC, or attack 10 times and subtract 2 from her AC.) EXP: 1,970]

TREASURE

5,000 GP in jewelry, +2 Wedding Ring of Protection

(3) Void Mummy Queens [AC 16, HD 10d10+36, HP 86, Initiative +6, #AT Varies, Hit +9, Dam Scarf 8 (1d8+4), Multiattack (Varies), Slashing Silks (Each mummy wife can control the dozen black scarves that surround her body, choosing to either attack or defend with them. Each scarf can either attack for 8 (1d8+4) slashing damage, or add 1 from her AC. Thus, on a given round she might attack 4 times and add 8 from her AC, or attack 10 times and add 2 from her AC.)]

STR: 10 (-), DEX 18 (+4), CON 16 (+3),

INT 13 (+1), WIS 14 (+2), CHA 14 (+2)

CR: 6 EXP: 2,300 Type: Medium Undead

16. Treasury of the King

The door to this chamber is made of reinforced iron, and a locking mechanism is set into the door proper. As the door opens, light spills out in gleaming wonder as mounds of gold, platinum, and silver are within the interior.

This is a coin hoard most magnificent, featuring 100,000 copper, 75,000 silver, and 20,000 gold pieces. Mixed among these coins are 1,000 platinum pieces and 1,000 (20 gp) gems.

17. Chamber of the Machine

The walls of this room are covered in metallic mechanisms that turn, buzz, and blink with shimmering lights.

Anyone who has had experience with the 'machine' part of the Infernal Machine will immediately see there are problems within this chamber. There are 'tubes' that look to have grown into the 'circuits' of the machine, pulsing and oozing what can only be considered void essence. If the players decide to 'clean' the machine, this will be highly beneficial during the final conflict. To do so, they will have to use either Chaos Material-enhanced spells or weapons and cause a total of 100 hit points of damage. Once done, the Infernal Machine will begin to hum and glow as normal.

This room also costs ril to enter, but there are no offensive enemies within.



Part III The Vortex Cavern

18. The Chaotic Cave

The door opens into a massive chamber, your light dwindling away to the east where four lanterns illuminate a bridge. To the south, the smooth stone walls of a building run east, and to the north, the natural stone of a cavern drifts into the darkness on a north/northeast run.

This is a dangerous natural cavern that seems to have had stone structures 'built' within it that meld with the natural rock walls in places. Water runs through it, and a bridge spans the water close to the entry. There are random wandering bender-kin within, and over the course of the time spent within this area, the DM should roll 3 times in total to check for the wandering monsters (1 in 6 chance).

Random wandering bender-kin will be a howling void mass, a thing much like a gibbering moulder but void touched.

Bender-Kin, Howling Void Mass [AC 8, HD 16, HP 110, #AT 4, D 1-8 (Bite), Unsettling Howl (save vs. petrification or be at -2 to all actions). EXP: 5,850]

TREASURE
None

Bender-Kin, Howling Void Mass [AC 12, HD 16d12+64, HP 160, Initiative +4, #AT 4, Hit +8, Dam Bite 8 (1d8+4), Multiattack (4 Bite), Unsettling Howl (DC 15 Wisdom or be at -2 to all actions)]

STR: 18 (+4) INT: 10 (-) WIS: 10 (-)

CON: 18 (+4) DEX: 13 (+1) CHA: 6 (-2)

CR: 12 EXP: 8,400 Type: Large Aberration

19. The Vortex Temple

Double iron doors decorated with white ivory elephants open into a massive temple. The walls of the interior are polished black stone, and they give way on the eastern side to an altar made of the same material. Behind the altar, a swirling vortex of darkness draws in the light and energy of the room, leaving the place cold and barren.

Another tentacle driven Void Champion is in this room, ready to strike anyone approaching the altar.

Bender-Kin, Void Champion [AC 4, HD 20, HP 136, #AT 8, D 1-12 (Slam), Otherworld Impact (save vs. petrification or be stunned 1 round). EXP: 12,680]

TREASURE
None

Bender-Kin, Void Champion [AC 16, HD 20d12+6, HP 30, Initiative +3, #AT 2, Hit +4, Slam 14 (2d8+6), Multiattack (8 Tentacles), Otherworld Impact (DC 15 Constitution or be stunned 1 round)]

STR: 22 (+6) INT: 10 (-) WIS: 10 (-)

CON: 18 (+4) DEX: 13 (+1) CHA: 8 (-1)

CR: 14 EXP: 11,500 Type: Large Aberration

20. Vortex Priest's Chamber

Frost rings the door to this chamber. Inside, a thick hoarfrost blankets a bed, chest, desk, and the floor. Light shines from a single lamp still guttering on the desk.

There are no enemies in this room (ril cost to open is in place, however), and the air within will be hard on anyone's lungs as it is so cold. The lamp is magical and will not go out, but otherwise, the chamber is empty of threat or treasure.

21. The Bender-Kin Guards

The entry hall before a second door is 'decorated' in splattered blood, with fine weapons and armor lying broken about the area. The secondary door is slightly ajar, and the sounds of labored breathing can be heard from the shadowed interior, which seems to be a large open room made of grey-black stone.

Within the room are 3 bender scouts, ready to attack anyone who enters.

(3) Bender Scout [AC 1, HD 12, HP 72, #AT 2, Dam (Chaos Lance) 1-10, +2 or better weapon to hit, 25% Magic Resistance, Lance Expert (+2 on attack rolls with a Chaos Lance), Eyes of Chaos (Instead of a lance attack, the creature can make eye contact with an opponent, forcing a saving throw vs. spell at -2 or become charmed.) EXP: 3,302]

TREASURE
None

(3) Bender Scout [AC 19, HD 12d12+60, HP 132, Initiative +5, #AT 2, Hit +8, Dam Chaos Lance 14 (2d10+4), Multiattack (2 Chaos Lance), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves), Eyes of Chaos (DC 18 Wisdom or become charmed for 12 rounds (costs one lance attack))]

STR: 18 (+4) INT: 12 (+1) WIS: 13 (+1)

CON: 20 (+5) DEX: 15 (+2) CHA: 6 (-2)

CR: 6 EXP: 2,300 Type: Medium Humanoid

22. Entry Vault of the Lost Temple

An angled oak door, supported with iron bands and dressed with the figure of a faceless woman in white, opens into a large, well-lit chamber beyond. The floor within is a mosaic tile of white and gold, with walls dressed in white marble. Twin halls lead east and west along the southern wall, where a single large door of polished brass awaits. To the north, another oak door is half-open.

This massive hall is empty of all threats (although a random monster roll may reveal another howling void mass (1 in 6)).

23. Lost Priests of Amanda

The interior of this long rectangular room is white marble, with ivory and gold curtains having been ripped down from the walls. Seven bodies, three female and four male, are within, all dressed in white priestly robes, the females also wearing silvered plate and chain armor.

The fallen priests are considered undead although corrupted by the benders (like the Void King), so they cannot be turned. They will attack anyone who enters the room, and they will be very nasty in melee as all successful attacks against them do damage to the attacker.

(7) Fallen Priests (Bender Corrupted) [AC -4, HD 10, HP 92, #AT 2, Hit: +4, D (2-8) +3 (Mace), Necrotic Strike (each attack does an extra 1-8 necrotic damage), Unholy Aura (Acts as a Protection from Good spell), Pain Shield (Every successful melee attack on a priest causes 1-4 points of pain damage to attacker.) EXP: 1,719]

TREASURE
+2 Platemail, +2 Shield, +2 Ring of Protection, +2 Mace

(7) Fallen Priests (Bender Corrupted) [AC 26, HD 10d12+20, HP 80, Initiative +3, #AT 2, Hit +9, Dam Mace 9 (1d8+5) + Necrotic 4 (1d8), Multiattack (2 Mace), Necrotic Strike (Each attack does an extra 4 (1d8) necrotic damage.), Unholy Aura (Acts as a Protection from Good spell.), Pain Shield (Every successful melee attack on priest causes 3 (1d6) points of pain damage to attacker.)]

STR: 17 (+3), DEX 13 (+1), CON 16 (+3),

INT 13 (+1), WIS 16 (+3), CHA 17 (+3)

CR: 6 EXP: 2,300 Type: Medium Undead

24. The Hall of Secret Knowledge

Shelves line the walls of this room, and a central table has been smashed, with a dozen shredded scrolls and tomes littering the floor. More books and scrolls remain on shelves along the north and east wall, but the western units are almost completely torn down.

The remnants of magic can be felt in this room, but whatever powerful scrolls or tomes that were within have been destroyed, leaving only arcane residue. Otherwise, the room is void of enemies and does cost ril to enter.



25. The Lost Temple

With white marble walls some forty feet on either side of the entry, and the far southern wall seventy feet away, this chamber is of great size. The central vault is some twenty feet high and supported by gilded golden pillars, four in total, that stand around a marble sculpture of a regal woman in plate armor.

The great bender-kin devourer is within this room. It is a huge maw of swirling void energy that 'blinks' from point to point before it utilizes a bite attack. This 'blinking' allows it to attack up to three times each round, randomly, although it does not affect those attacking it, save that it is considered to have a very difficult AC.

Bender-Kin, Devourer [AC -1, HD 18, HP 108, #Att 3, Dam (Bite) 1-10, Draw Essence (Each successful bite attack will draw 1-4 points of Constitution from the victim.), +2 or better weapon to hit, 35% Magic Resistance. EXP: 9,340]

TREASURE
None

Bender-Kin, Devourer [AC 21, HD 18d10+54, HP 144, Initiative +5, #AT 2, Hit +9, Dam Bite 8 (1d8+4), Stealth +7, Multiattack (2 Bite), Draw Essence (Each successful bit attack will draw 2 (1d4) Constitution from the victim.), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves)]

STR: 18 (+4) INT: 15 (+2) WIS: 15 (+2)

CON: 16 (+3) DEX: 15 (+2) CHA: 8 (-1)

CR: 13 EXP: 10,000 Type: Medium Aberration

26. The Pool of Chaos

This massive natural chamber is framed by two stone structures, but the central section is home to a dark pool some seventy feet wide. Two large natural waterways lead away from the pool, the water steaming with a grey mist. In the middle of the pool, a large vortex slowly turns down into some oblivion.

This is something out of The Lord of the Rings, a lurking barbed tentacle beast within a large pool of dark water. Once characters come close to the pool, the beast will explode out, attacking anything it can with its five huge tentacles.

Lurking Horror (Bender-Corrupted) [AC -1, HD 22, HP 154, #Att 5, Dam (Barbed Tentacle) 3–18/x5, (Bite) 3–30, Flowering Darkness (Each of the creatures 5 tentacles is covered in a darkness spell, 10' radius.) EXP: 56,770]

TREASURE
None

Lurking Horror (Bender-Corrupted) [AC 21, HD 22d20+154, HP 385, Initiative +6, #AT 4, Hit +15, Dam Bite 19 (2d10+8), Barbed Tentacle 22 (4d6+8), Multiattack (1 Bite/3 Barbed Tentacles), Legendary Resistance (can succeed in a missed saving throw 1/day), Flowering Darkness (Each tentacle is surrounded by a darkness spell.)]

STR: 22 (+6) INT: 20 (+5) WIS: 15 (+2)

CON: 20 (+5) DEX: 11 (–) CHA: 10 (–)

CR: 22 EXP: 41,000 Type: Gargantuan Monstrosity

27.

Chaos Giants Sept

A framed stone structure, opening with two large pillars, is home to shadows on the interior and a smell that is palpable at some twenty feet. Ash covers the ground around the area to a depth of one foot, and some disturbances in it indicate that large feet have cut through it recently.

Four giants are within this area, each having fully given itself over to the power of the benders, creating a hybrid giant that has black skin that swirls about like the void portals from which they draw power.

(4) Chaos Giants, (Bender-Corrupted) [AC 3, HD 18, HP 144, #Att 1, Dam (Greatclub) 5–30, Rock Thrower (gets 2 attacks per round if they throw rocks, doing 2–20 points of damage per rock), 24% Magic Resistance. EXP: 6,120]

TREASURE
None

(4) Chaos Giants, (Bender-Corrupted) [AC 18, HD 18d12+108, HP 216, Initiative +5, #AT 2, Hit +13, Dam Greatclub 28 (6d6+7), Multiattack (2 Greatclub), Magic Resistance (advantage on all magic-related saving throws), Rock Thrower (gains 3 attacks per round if throwing rocks, +11 to hit, 29 (4d10+7))]

STR: 25 (+7) INT: 10 (–) WIS: 14 (+2)

CON: 23 (+6) DEX: 9 (–1) CHA: 13 (+1)

CR: 11 EXP: 7,200 Type: Huge Giant

28. Hall of Sacrifice

Four crimson-stained pillars rest along the northern wall of this ninety-foot-long rectangular chamber. The floor is dark stone, and in the middle of the southern wall, an inset holds a dark altar splashed with crimson runes. Chains are set into the walls around the altar. At the western end of the room, an open hall provides the sound of running water.

It is clear that many dark sacrifices have taken place here, the Infernal Machine summoning creatures from the outside world that are consumed by the benders within, their life energy feeding the creatures. However, there are currently no threats here.

29. The Necrotic Pool

Central to this long temple chamber is a shallow pool of dark water. Grey mist rises from it, and at the western end, a grey marble fountain pours water down into the pool with a steady flow. Dark pillars flank the pool, and the air in the chamber is crisp as frost coats the ceiling.

Water flows into this long pool, and within, an elemental has been given over to the necrotic power of the corruption although it is not considered to be fully corrupted at this point. It will rise out of the pool to attack, taking the form of a dark humanoid.

1 Necrotic Water Elemental [AC 2, HD 16, HP 96, #AT 1, D 5–30 (Slam), +2 or better weapon to hit, Necrotic Energy (Each slam attack does an additional 2–12 points of necrotic damage.), Drowning (See DMG) EXP: 4,578]

TREASURE
None

1 Necrotic Water Elemental [AC 14, HD 12d10+48, HP 114, Initiative +5, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Necrotic Energy (Each slam attack does an additional 8 (2d8) necrotic damage.), Whelm (Recharge 4–6) (DC 15 Strength or take 13 (2d8+4), plus DC 14 Escape or be grappled)]

STR: 19 (+4) INT: 10 (–) WIS: 15 (+2)

CON: 14 (+2) DEX: 14 (+2) CHA: 11 (–)

CR: 6 EXP: 2,300 Type: Medium Elemental

30. The Machine's Prison

A low hum washes out of the plain door with a brass handle to this chamber. Inside, a green mist covers the floor, and four giant glass tubes filled with contorted and tentacle-laden creatures rest against the southern wall. One of these tubes has broken, the contents nowhere to be found, but seated in a chair near the far eastern wall is a faceless and sexless humanoid, a dozen dark tentacles piercing its grey flesh.

Once every door in the level has been opened, the door to Room 30 will be available to assail. (This will have been a door that glows crimson to this point.) Inside, a True Form Bender will be slowly 'devouring' (or more like suckling) the Shard of the Infernal Machine. If the machine in Room 17 hasn't been cleared of corruption, the True Form Bender can regenerate 30 hit points per round! So as a DM, you must keep that in mind. This creature also has 100% magic resistance unless the characters who use magic are utilizing Chaos Material (which they really must do by this point). Remember, every bender-kin on this level will provide Chaos Material to the characters, so that should be taken into effect. Also, the True Form Bender is incredibly tough in general, so this will not be an easy assignment! It is the end of a high-level campaign, however, so keep that in mind as you plan for the final encounter! The bender itself is rather straightforward, getting 1 bite, 2 claws, 1 horn, and 1 tail attack per round. Its bite will draw essence, but otherwise, it has no special powers.

True Form Bender [AC-5, HD 30+30, HP 210, #AT 5, D 5–30 (Bite) 2–20 (Claw) 2–24 (Horn) 3–18 (Tail), Draw Essence (Each successful bite attack will draw 2 (1d4) Constitution from the victim.), +4 or better weapon to hit, Magic Resistance 100%. EXP: 114,350]

TREASURE
None

True Form Bender [AC 25, HD 33d20+330, HP 676, Initiative +9, #AT 5, Hit +19, Dam Bite 36 (4d12+10) Claw 28 (4d8+10), Horns 32 (4d10+10), Tail 24 (4d6+10), Multiattack (1 Bite/2 Claws/1 Horn/1 Tail), Draw Essence [Greater] (Each successful attack will draw 2 (1d4) Constitution from the victim.), Immunity (all magical spells), Immunity (nonmagical weapons)]

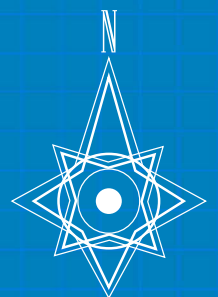
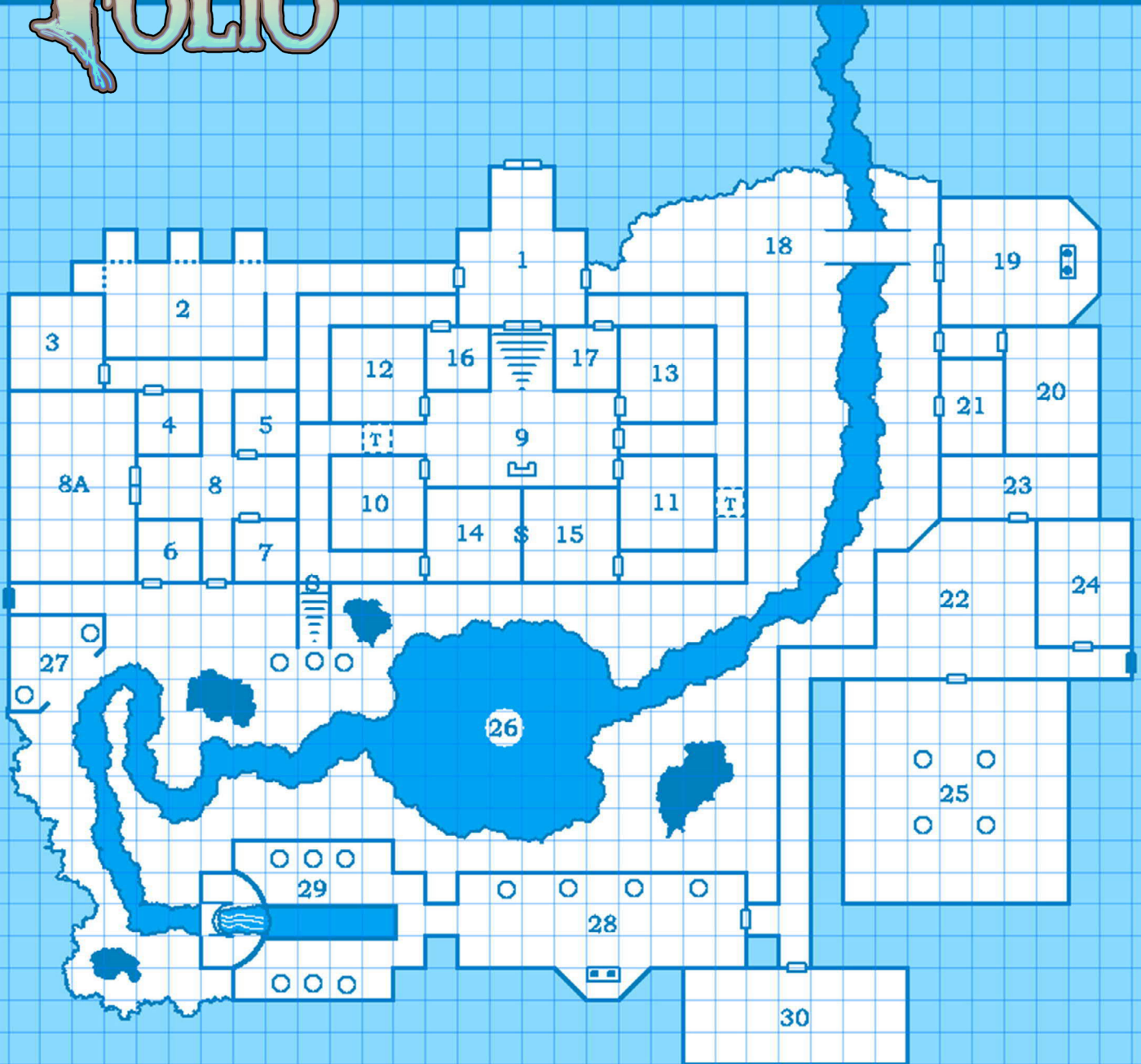
STR: 30 (+10) INT: 10 (–) WIS: 10 (–)

CON: 30 (+10) DEX: 11 (–) CHA: 7 (–2)

CR: 30 EXP: 155,000 Type: Gargantuan Monstrosity



- Door
- S Secret Door
- Column



ROSS1.6
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

BRIDGE THE GAP

The Road to the West

Mini-Adventure ROS S1.5

by Scott Taylor

This mini-adventure is set as a 'bridge' between the events that took place in the original Roslof Keep Campaign, and the new Curse of Roslof Keep. It is meant for characters level 10+, and should help set up events at the beginning of the new mega-campaign.

Roslof Keep is a like a home, but there are times when you find you must leave for bigger and better things. After receiving and invitation from the Court of Tielon in the Kingdom of Thalonis, the Company of the Ivory Scimitar must reform to follow the summons through the New Kingdoms, and the dangers that await them on the road West.

ROSS1.6
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

BRIDGE THE GAP

Hard Times at the Three Corners

Mini-Adventure ROS S1.6

by Scott Taylor

This mini-adventure is set as a 'bridge' between the events that took place in the original Roslof Keep Campaign, and the new Curse of Roslof Keep. It is meant for characters level 10+, and should help set up events at the beginning of the new mega-campaign.

When a snowstorm strikes the 'Three Corners' and the trade route is all but closed, the Company of the Ivory Scimitar must forge ahead through the blizzard to make their appointment with the noble council of the distant city.

ROSS1.7
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

BRIDGE THE GAP

The House of Eld

Mini-Adventure ROS S1.7

by Scott Taylor

This mini-adventure is set as a 'bridge' between the events that took place in the original Roslof Keep Campaign, and the new Curse of Roslof Keep. It is meant for characters level 10+, and should help set up events at the beginning of the new mega-campaign.

With the mysterious Kasbah in turmoil and mercenary companies arriving by the day in Thalonis seeking fame and fortune, the Company of the Ivory Scimitar must make an alliance with House Eld if they are to find the cause of the appearance of a new and deadly calamity beneath the city.

CRKB1
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

THE SECOND BRIDGE

Behind the Amber Door

Mini-Adventure CRK B1

by Scott Taylor

This mini-adventure is designed to be a supplemental 'aside' for the Curse of Roslof Keep Campaign. It is meant for characters level 10+, and should help finish out the events of Level 1 of the Kasbah Dungeon during the mega-campaign.

Only a single door remains on the first level of the Kasbah Dungeon, but now the members of the Ivory Scimitar have found the key. The first tale of dungeon delving is to never leave and unexplored door behind you, but what will lie beyond the 'Amber Door'? Will it be untold riches, new magic, or simply more deadly monsters ready to thwart the parties attempts at clearing this magical dungeon?

CRKB2
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

THE SECOND BRIDGE

10 Steps Down

Mini-Adventure CRK B2

by Scott Taylor

This mini-adventure is designed to be a supplemental 'aside' for the Curse of Roslof Keep Campaign. It is meant for characters level 10+, and should help finish out the events of Level 1 of the Kasbah Dungeon during the mega-campaign.

Another Amber Door stands between the Ivory Scimitar and fully clearing the Level 2 of the Kasbah Dungeon. However, clues from the level itself point to this being the home of a part of the Infernal Machine. If that is true, perhaps an end to the dungeon is closer than any had believed before they entered this deadly level. Only by opening the door will the secret be revealed.

CRKB3
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

THE SECOND BRIDGE

A Secret Respite

Mini-Adventure CRK B3

by Scott Taylor

This mini-adventure is designed to be a supplemental 'aside' for the Curse of Roslof Keep Campaign. It is meant for characters level 10+, and should help finish out the events of Level 1 of the Kasbah Dungeon during the mega-campaign.

Deep within the Kasbah Dungeon, the stair between Level 2 and Level 3 which downward into darkness, but before the final door to Level 3, a great arch opens into a secret market. What deadly business is the Infernal Machine and its diabolical shard looking to do with this subterranean visitation? Only traveling beneath the arch and entering the Bazaar of Respite will reveal the truth.

CRKB4
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

THE THIRD BRIDGE

The 5 Champions of Hate

Mini-Adventure CRK B4

by Scott Taylor

This mini-adventure is designed to be a supplemental 'aside' for the Curse of Roslof Keep Campaign. It is meant for characters level 10+, and should help finish out the events of the later levels of the Kasbah Dungeon during the mega-campaign.

Beyond the Amber Door, five terrible creatures lurk. They have bled into this universe from another dimension, and have corrupted aspects of the Infernal Machine. Only by braving this onslaught, can the characters return balance to the system before they begin their final descent into the last levels of the Kasbah Dungeon!

CRKB5
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

THE THIRD BRIDGE

Keeper of the Lost City

Mini-Adventure CRK B5

by Scott Taylor

This mini-adventure is designed to be a supplemental 'aside' for the Curse of Roslof Keep Campaign. It is meant for characters level 10+, and should help finish out the events of the later levels the Kasbah Dungeon during the mega-campaign.

The Shard of the Infernal Machine has become adept at creating 'pocket universes' and beyond another enchanted door lies the ruins of the City of Blaragah, still parolled by the giant beast that destroyed it. Can the players defeat the beast and take its key for use on the last levels of the Kasbah Dungeon?

CRKB6
Bonus Module
RETRO COLOR COVER SPECIAL

THE FOLIO

Mini-Module

THE THIRD BRIDGE

Secrets of the 7th Level of Roslof Keep!

Mini-Adventure CRK B6

by Scott Taylor

This mini-adventure is designed to be a supplemental 'aside' for the Curse of Roslof Keep Campaign. It is meant for characters level 10+, and should help finish out the events of Level 1 of the Kasbah Dungeon during the mega-campaign.

Can it be true?! Is there another secret level beneath the Sixth Level of the Roslof Keep Dungeon, and if so, can the characters utilize it to help defeat the Shard before it can spread its dungeon creating magic through all of Tielon, turning the city into easy prey for the creatures it spawns?

Mini-Adventure ROS S1.5



A bridge mini-adventure for use between

Folio #6 & Folio #20 Characters Levels 10–12

To properly run this mini-adventure, you'll need to have some familiarity with the events that transpired in The Complete Roslof Keep Campaign. I will detail the Cliff's Notes version below, but it should be clear to the players that a 'shard' of the Infernal Machine seems to have taken root below the streets of the ancient Kasbah district of the city of Tiefon. This means the characters would have some familiarity with the dungeon in question and their banner would likely allow entrance into the labyrinth. As Tiefon is a renowned city, their reputation would be greatly increased by having success there, perhaps one day propelling them to the status of a Company of Nextyaria, the Imperial Capital.

1. Primary Purpose: This adventure is designed to set characters onto the path that will lead them toward Tiefon. From the encounters here, they will have better unity once they make it to the dungeon.
2. Secondary Purpose: The DM will have the opportunity to further develop the world around the characters who were previously rather sequestered inside the confines of Roslof Keep during the first campaign.
3. Time for Running: This adventure should be run AFTER the events that ended in The Roslof Keep Campaign but before the adventure from Folio #20.

The Letter from the House of Eld

The players, presumably from the Company of the Ivory Scimitar (but any higher level collection of characters), will get the following note:

*'To the most esteemed Company,
My name is Milvan Holm, Erg-Count of the House of Eld in the city of Tiefon. My family has held a place of honor among the nobility of the city for more than a century, and very recently, we have acquired a protectorate contract with the District of Sevens in the city. This contract allows us certain privileges, one of which is a direct link to the Old City Council of the Kasbah. This contract should have been a lucrative link to the mysterious culture and magic of the old city, but instead, it has turned into a loadstone as the Kasbah has become untenable due to the appearance of a magical dungeon beneath its old sewer system.*

Although the dungeon does seem to spew forth deadly enemies into the Kasbah, it cannot be breached by any magic or mind the city had at its disposal until one of the Banner Companies of Nextyaria came to the entrance and placed its standard into one of the eight holes at the threshold. Only then did the doors open, but only members of the company were allowed to enter past the blue glowing gateway.

It was then surmised that only true Banner Companies established in cities where such magical dungeons have appeared could enter the dungeon, and for that reason, I am writing you in hopes you might represent the House of Eld in trying to defeat this labyrinth before other representatives of the Houses of Tiefon can field teams to do so and then gain permanent favor within the ancient clans of the Kasbah.

If you are able to come to the city, my house will be open to you, as well as any resources I might spare to help in your quest. Reports from the initial breach of the dungeon indicate that great wealth is held within, but there are also signs that the dungeon is seeking something, or so the remaining members of the Nextyaria Company indicated before they left the city in haste after their first delve.

I currently fear for my city and its people, and hope that you will come at this summons to help defend us from whatever evil now lurks below our streets.'

Signed, Milvan Holm

Running Combat

Combat within this mini-adventure can be both subtle and brutal, so keep that in mind. Some combat can be avoided, but for the most part, the players will have to deal with a few hardy threats that should provide a decent reward.

Telling the Story

This adventure is based around travel, so before you run it, I'd suggest watching Conan the Barbarian or The Fellowship of the Ring, just so you can get a feel of how those directors made the viewer feel like they were on an epic journey. The players need to have an understanding that they are moving across a vast and untamed world, so be sure to speak on the subject, telling of the great sea roads, the rolling hills, the white-tipped mountains, and the shaded and mist-shrouded valleys along the way.

Random Encounters along the Road West

Travel Time

Utilizing main trade roads, a company can travel between Roslof Keep and the fortress at Ketton in two days, and twice that taking the wilderness. From Ketton to Tristra takes ten days via trade roads, and twice that by wilderness way. Tristra to Otto Primus is roughly a week on the main coastal road, and again, twice that for wilderness. It will be another 10 to 12 days via roads to Darinport from Otto Primus, and then two weeks moving through the Karas Range before finally coming to the city of Carlton in westernmost Dravaria. So all told, the characters are looking at a month and a half on the roads or three months in the wilds. They could always utilize ships to cut the time from Ketton to Darinport, but there has been heavy raiding from the Horned Isles (minotaur pirates), and that has become dangerous and expensive. Teleportation is always a possibility but having never been to these places before can make that dangerous as well. A ship will cut the time from Ketton to Darinport by $\frac{3}{4}$, but no ships are currently foolish enough to go from Darinport to Carlton as this time.

The Grand Duchy of Gariny

The first nation to rise in the New Kingdoms, it is the largest and most prestigious although The War of the Swans (a civil war) and the uptick of the western New Kingdoms after the Ebondoom War has weakened it in the passing century. It is the only kingdom in the North to still have an intact bloodline to the old god kingdom of Nextyaria as a young princess Argenta was trapped within a curse that saved her from the Great Korva Plague that decimated the noble bloodlines of the New Kingdoms a century before the Ebondoom War. The country holds many old castle and tower ruins and is policed by hedge knights and wayfarer rangers, but the bulk of it is rural and rolling with virgin hills and forests. The coastal towns saw much destruction at the hands of Out Island raiders the decade before and are still rebuilding, but the city of white stone, Tristra, is a wonder to behold and a relic of the great Corsair expansions of Uthoria before the fall of that kingdom.

Dravaria

Formed from a hundred scattered fiefdoms during the final days of the Ebondoom War, Dravaria is a protectorate of its western neighbor Thalonía. More rugged than Gariny, the river-lands are always threatened by what creeps out of the Karas Range that forms the spine of the nation. Coastal cities of Darinport and Carlton trade in tobacco from mighty plantations along the coasts, but farther into the interior, the lands become wild and dark with the influence of the Kingdom of Ravenmoore to the north.

Setup from Folio #20 (Part 1)

Once the letter from the House of Eld has been read and the characters decide to travel to Tiefon, their journey will include various waypoints along the path. Each waypoint will offer encounters and roleplaying opportunities, and those follow below.

1. Ketton Keep

Mighty walls, the first of which is over forty feet high with sixty-foot towers, rise before you. You pass through the open gates, guards in livery, shining helms, and silvered spears guiding tradesmen, farmers, and lesser nobility through without conflict. Beyond the wall, the cobble road gives way to a great city of two- and three-storied stone buildings, shops, stalls, and markets, and statue-dominated squares teem with life and commerce. Above it all, a fortress of grey stone topped with black slate rooves and twelve hallowed towers, each a hundred feet tall, almost seems to touch the azure sky. From the east, the smell of salty brine twines through the streets, and the white sails of ships dot the horizon.

Market Square

Barkers, jugglers, fire breathers, and a cacophony of sound overwhelm you in a menagerie like the most overblown county fair you've ever dreamed. This is the grand market of Ketton Keep, a true mecca for entrepreneurship and capitalism in the lands of humankind. Here, amid the controlled chaos, all manner of goods and services can be had, from mundane shoeing of horses and apple vendors to exotic trade in silks, spices, and bizarre monster skins and foreign foods. Magical weapon, armor, and wizard-craft stores are tucked between clothiers, wine shops, and grand bakeries featuring all manner of sweetly golden treasures for the palette. Here, all the known races mingle as though it was an everyday occurrence. Dwarven jewelsmiths catch light in their wares, toy vendors hustle goods, and gnomish tinkers offer their trinkets across crowded lanes from half-elven bowyers and fletchers, weavers, and sculptors. Citified halflings offer up fine pipeweeds in grey-misted smoke shops and wave sloshing sample tankards of honey ale and beer to passersby. This is truly a place of wonder, indulgence, and expense.

Encounter Point

A group of rogues, known as the Sisters Three, works in the bazaar, and they will attempt to pick the pocket of characters moving through the throngs of people as they hope for a big score. You can randomly roll 2 characters, then make the Pick Pockets attempt. If successful, the characters will lose one small magical item. If the Pick Pockets attempt is thwarted, the 'Sister' in question will attempt to charm her way out of the encounter, even going so far as to offer up 'special favors'. If the items stolen are overly important to the characters and they want them back, they will have to spend 1d4 days and 250 gold piece in bribes to find the lair of the 'Sisters Three' where they can choose how to handle the final encounter with them.

Sisters Three [AC 5, HD 10+10, HP 70, #AT 2 (+2 to hit), D (1-6)+2/(1-4)+2 (1 sword/1 dagger) or 2 throwing daggers (1-4)+1 that are +5 to hit, Pick Pockets (80%), Backstab x3]

TREASURE
Shortsword +2, Dagger +2, (10) +1 Throwing Daggers

Sisters Three [AC 15, HD 10d8+20, HP 65, Initiative +5, #AT 2, Hit +7, Dam Shortsword 8 (1d6+4), Dagger 7 (1d4+5), Multiattack (1 shortsword/1 dagger), Sleight of Hand (+12), Sneak (5d6), *Use Spy for ability scores]

Inn of the Knights Errant

A fine inn near the gates and situated on the Lord's Road leading up to the keep proper. The proprietor, Cable Proudmeal (a gnome of some girth), greets his guests with a smile and a waggle of his long copper mustache. Cable has heard lots of stuff about the city and can turn the party onto Nelva the Wire.

Encounter Point

Navaris the Shill always has a game of dice going on in the Knights Errant. Any character who wishes to join the table needs to ante up 25 GP as a buy-in. Once in, a player gets one d20 roll per hour (adding any Intelligence language bonus to the roll **[INT bonus]**) as an opposed test vs. the gamblers at the table (represented as a single roll by the DM with a +4 added for the table's skill). If the player wins, they roll a d4 and get the result x100 in gold. If they lose the roll, they roll the same as above but lose that amount. Each nightly game lasts 5 hours.

2. The City of Tristra

Monstrous white sandstone walls rise up around this ancient Corsair city, with dozens of incredible towers that reach three hundred feet, catching rays of the morning sun. The greatest of these familiar towers juts up from the Mayoral Palace of Saints, a sprawling construction that holds the city council forum and the offices of the bureaucracy behind walls of polished white marble. Beyond the palace, to the city's west, are the Red Mansions, the homes to the lesser nobility and merchant lords, block upon block of red sandstone city homes, each dripping with white accents and personal gardens of innumerable flowering plants.

To the city's east are the homes of the lesser populace, their houses built of grey-washed wood and light stone. The people of the east claim the Ariel Gardens, a three-tiered latticework of white dwarf-crafted stone that hangs with all manner of wild flora. The Gardens take up nearly five full city blocks and finally give way to the massive parade grounds that host all manner of social events throughout the year.

Great Jousting Field

Colors and standards flutter above vast pavilion stands in the central park of the city. Here, the Duke's Grand, a tournament of tournaments among the knights of the New Kingdoms, is in full swing. The city is set to bursting with spectators, and the knights vie for prominence and position in daily jousts.

Encounter Point

Any warrior with riding skill and the equipment can participate in the 'open' division of the joust. To joust, simply make a successful 'to hit' roll against an opponent three times (for three passes). A miss scores nothing. A hit scores 1 point, and a hit by more than 5 scores 2 points. A Nat 20 unhorses the opponent and is an automatic win. The person with the most points after three passes wins. Each time the character wins a joust (max 4 in the open division), they receive 100 gold pieces.

Inn of the King's Coin

This great inn sits on the northern side of the central park, and although the city is filled with folk, rooms are still available because of the astounding 75 gold pieces a night tab. Dining at the Coin is no less extravagant, running upwards of 25 gold per plate. However, for those staying at the Coin, the view of the central park is unprecedented, especially from the third-floor suites (200 gold pieces a night!).

3. The City of Otto Primus

Once home to the rebellious Baron Cornyn Lightlance, and seat of the White Swan, this frontier port in what was once the nation of Western Gariny shows the signs of what becomes of the losers in a rebellion. Great wooden palisades have been torn down, as have the longhalls that once housed the leadership of the country. The great Tower of Eternal Flame, dedicated to the elemental lords of the Elohim Coast, is a black ruin that overlooks the port. Gariny Knights patrol the streets, and the people who live here are sallow and quiet as the land is depressed and stinks of old bogs and the mists that linger over once-prosperous fields.

The Pit of Men

A pathetic cave bear is chained in this muddy pit, some thirty feet across. Anyone looking for some 'fun' can challenge the muzzled beast to a wrestle, and if you happen to win, you get the current prize of 1,340 gold pieces. However, to attempt the wrestle, you must pay 10 GP. Bets are placed before the wrestling bout, and a large brass bell is rung when a challenger has paid their dues (which also rouses the bear).

Encounter

Although a character can wrestle the bear, a ranger or druid character might be more inclined to free the creature from its torturous bondage. To do so will mean dealing with the bear's keeper, Lomar Jaxx, as well as his money collector, Downman. As it is not illegal to have the bear (and the town enjoys it), any open hostility against Lomar will result in guards being dispatched and a bounty put on the characters' heads in Gariny.

Lomar Jaxx [AC 5, HD 8, HP 32, #AT 1 (+3 to hit), D (1-4)+3 (dagger)]

TREASURE
Dagger +3

Lomar Jaxx [AC 15, HD 8d8+16, HP 48, Initiative +4, #AT 1, Hit +7, Dam Dagger 7 (1d4+5), *Use Thug for ability stats]

Downman [AC 5, HD 10, HP 60, #AT 2 (+5 to hit), D (1-6)+7 (club)]

TREASURE
well-worn club

Downman [AC 15, HD 10d10+40, HP 90, Initiative +3, #AT 2, Hit +8, Dam Club 8 (1d6+4), Multiattack *Use Thug for ability stats]

Untrodden Man (Inn)

The only local inn that looks like it isn't falling in, the Untrodden Man is home to many passersby. However, as the local constables are always seeking out 'rebels', it is often a place set for raids, and one happens to be on the night the characters pass through...

Encounter

Holy Raid!

The characters will just be getting ready to head to their rooms as the door to the common room bursts open and three paladins, as well as half a dozen soldiers, march in. They will accuse the party, as well as the other patrons, of being Lightlance Rebels and will attempt to arrest them. No weapons are drawn, and a brawl will ensue. If players throw spells or use weapons, all bets are off, and the constables will do the same. If half the constables are downed, the rest will retreat, and the innkeeper will show the characters to the back exit that runs directly into the moors and to freedom.

DM Note

Remember, a low damage brawl like this, especially with higher level characters, can turn into a slog that can last an entire gaming session. Now if your players like stuff like that, then feel free, but if they don't, you can improvise weapons, like broken stools, tables, etc., to up your damage.

Paladin [AC 3, HD 8, HP 52, #AT 1, D (1-4)+2 (gauntleted fist)]

TREASURE
Longsword +2, plate armor

Paladin [AC 17, HD 10d10+20, HP 70, Initiative +3, #AT 2, Hit +5, Dam Gauntleted Fist 6 (1d6+3), Multiattack, *Use Knight for ability scores]

Constable [AC 5, HD 10+10, HP 70, #AT 3 (+4 to hit), D (1-6)+5/(1-4)+2 (2 rapier/1 dagger)]

TREASURE
None

Constable [AC 16, HD 10d8+20, HP 65, Initiative +3, #AT 2, Hit +5, Dam Fist 8 (1d4+2), Multiattack, *Use Bandit Captain for ability scores]

4. Darinport

This ancient city was said to have been home to the great dragon Korva, and from its streets, the great Korva Plague spread all over the New Kingdoms. Still, the dragon is now little more than a legend, and the great dwarven-laid stone walls of the city rise up over the impressive harbor, and the King's Hill dominates the northeastern side of the city. As the seat of the Province of Dravaria, the city has prospered over the years by controlling the trade routes from Taux and Tristra deep into the western Thalonian ports like Tiefon. However, with such sea trade comes pirates, privateers, raiders, and certainly threats from the Horned Isles where minotaur crews always await easy targets.

The Grey Corsair (Gambling Barge)

Devin Harlan was a notorious freebooter, said to have been a mate on a minotaur raider in his heyday, but now he's retired to the Bay of Darinport and runs a gambling barge there. It's currently the talk of the town as several high-end bards are playing a concert on the barge the evening after the characters get into town, and if anyone played games of dice with Navaris the Shill in the Knights Errant in Ketton, they can get an invite to the tables.

Through the night, there will be up to 10 hours of gambling, with a buy-in of 100 GP, and a profit/loss for d20 rolls at 1d12x100 per hour. Characters who played at the Knights Errant gain a +1 modifier to their d20 rolls, and remember, Bless, Luck Blades, and Luck Stones, can also add to this roll. The 'house' in this scenario will have +5 to its rolls.

Maiden's Repose (Inn)

This fine inn rests on the docks overlooking the bay (with the lights of The Grey Corsair clearly made out) and boasts fine rooms and fare. However, the most interesting thing the Maiden has to offer are in-room 'servants' that can be rented for 100 GP per night. There are three female attendants and one male, depending on your tastes, and they will cater to the characters' every need.

Encounter

Anyone taking on the luxury of an attendant will wake in the middle of the night to a dark presence in their room. The presence will attack the attendant, looking to steal them away. Unknown to the characters, a rogue prophet of Shay is looking to undertake a dark ritual but needs the blood of a former priest (or priestess) of Shay to complete it. He has sent a summoned shadow agent to capture the target and bring them back to his lair. If the attendant is taken, the characters can follow a blood drip trail to the lair, and if the attendant is saved before being taken, they will tell a story of a mad priest who is looking to bring about a dark summoning, and they've heard where he currently resides, providing the location of the lair.

Shadow Agent [AC 8, HD 10, HP 50, #AT 1, D 1-6 (touch), Strength Drain (save vs. spell or lose 2 Strength points), Immunity to all nonmagical weapons]

TREASURE None

Shadow Agent [AC 12, HD 10d8+10, HP 50, Initiative +5, #AT 1, Hit +6, Dam Strength Drain 14 (3d6+4), Damage Resistance (nonmagical weapons), *Use Shadow for stats]

Shay Zealot [AC 7, HD 8, HP 40, #AT 2 (+2 to hit), D (1-4)+2 (dagger), Summoning (can summon up to 3 shadow agents per day)]

TREASURE

Shay's Dagger +2 (save vs. spell or be paralyzed with pain for 1-4 rounds) [DC 16
Con or be stunned with pain for 1d4 rounds]

Shay Zealot [AC 13, HD 8d8+8, HP 32, Initiative +3, #AT 2, Hit +7, Dam Dagger 6 (1d4+4), Multiattack, Summoning (can summon 3 Shadow Agents per day), *Use Cult Fanatic for ability stats]

5. The Karas Range

These dark-stone mountains, topped with white peaks, are rich with ore mined by the red-bearded Karasian Dwarves. These ancient dwarven clans are known to be berserkers and troll hunters, as well as great stone masons and miners. However, they aren't crafters like many of their brethren, and the Karas Range is always under threat from humanoid incursions such as goblin bands, hobgoblins, and even organized orc clans. Most traders avoid the range, braving the coastal roads instead as the northern reaches of the mountains come into contact with the Kingdom of Ravenmoore, which is known for its barbarism and dark magic.

Encounter

Stone trolls are abundant along the high passes of the Karas, and the party is certain to run into a war band along the perilous trails.

(4) Stone Trolls [AC 0, HD 9, HP 56, #AT 1, D 3-18 (Great Club)]

TREASURE

The trolls have recently raided a trade group and stashed the bulk of the treasure in a cave nearby. Inside the cave are 11 chests with 10,000 GP in total, 5,000 GP in fine bolts of cloth, 500 in pipeweave, a +2 Battleaxe, and an Elven Bow +2, as well as three random +1 Swords.

(4) Stone Trolls [AC 17, HD 11d12+55, HP 126, Initiative +4, #AT 2, Hit +9, Dam Great Club 19 (3d8+6), Multiattack, *Use Stone Giant for stats]

Tower of Du'Ur'Armian

Rising from the side of the dark mountains, this ancient watchtower now stands as a bastion overlooking the lowlands before it. Five stories tall, and nearly 100 feet across at its base (tapering to 80 feet at the top), Du'Ur'Armian now serves as a trade center between dwarven clans in the Karas and the human populations of Dravaria. The first three floors are dedicated to trade, while the upper levels serve as dwarven housing and administrative offices and barracks.

The Lonely Cliffs (Tavern)

Situated just under the watchful gaze of Du'Ur'Armian, this small stone tavern is a wayfarer bastion for those not wishing to enter the iron gates of the tower. Hardened dwarven women serve stout drinks, and high road mercenaries offer their services to merchant trains heading to and from the tower.

Encounter Point

Primm Heavybreast, a dwarven server of 70 winters and hair the color of a rose in bloom, is looking to leave Karas (and the crazy dwarven men there) for more refined dwarven holts in the south (either hill or mountain dwarf, she doesn't much care) and will do her darndest to attach herself to any dwarven male who comes into the tavern, hoping she can win a husband to take her away from these dark hills.

6. North Guard Fortress

Rising out of the heartlands of Dravaria, this triangular fortress was built by high elf tribes before human incursion forced them into seclusion or hunted them to extinction. The fortress still bears many of their sigils and glyphs, and some say fey magic plays tricks on those who dwell within.

A small community of some two-thousand farmers has settled around the outpost, and the lands around the fort are rich for farming and heavy with wildlife.

The Fey Tree

Standing on the western edge of the old fortress ground is a large fey tree. This massive tree, standing more than ninety feet and covered year-round by silvery-green leaves, is said to be the gateway into the fey realms that border our own world. If that is true or not, no one is sure, but those who worship nature (farmers, rangers, and even wandering druids) often visit the tree and lay offerings around its massive base.

Encounter

Fey do travel in and out of their realm through this tree although they very rarely interact with humanity. On the night the characters come into the fortress, they run into a wounded elf near one of the old towers. His wounds cannot be healed by standard magic, having been dealt by a fey creature, and he is trying to return to the fey tree that he might pass into the fey realm and find healing there. If the players help him get to the tree, they will have to deal with a fey beast that still hunts for the elf before their charge can call to the beyond for entrance into the realm. Once inside, the players will not see the elf again, but he provides the party with his Luck Blade (2 wishes left) before he enters as thanks.

Fey Beast [AC 3, HD 12, HP 72, #AT 2, D (1-10)+5 (2 Claws), +1 or better weapon to hit. Unholy Wound (any damage sustained from the beast cannot be healed by magical means and must be healed with rest)]

TREASURE None

Fey Beast [AC 17, HD 12d8+12, HP 60, Initiative +5, #AT 2, Hit +5, Dam Claws 10 (2d6+4), Multiattack, Immunity to nonmagical weapons, Unholy Wound (any damage sustained from the beast cannot be healed by magical means and must be healed with rest), *Use Displacer Beast for ability stats]

Ten Hanged Men (Inn)

The gallows of the old fortress, said to have been constructed when it was first overtaken by men and used to hang elves, still stands in the front yard of the triangular inn. Food and drink are common here, and tobacco is easily acquired from halfling vendors all along the route to the inn.

7. Carlton

The easternmost trade center of Dravaria, the city of Carlton is a small, walled town that is based on timber and tobacco trade. Warehouses are stacked close around the walls and the river warfs, and the citizens here are simple folk who work hard on farming or the processing of raw materials. Fur traders, gypsies, and Tundarian tribes use the city as a trade hub, as do tribes from the Barony of Mistfin, Ravenmoore, and up the warmer coasts from Thalionia.

Walking the Fields

As the base of Carlton is more a series of spread out plantations and small processing communities, the characters will be moving down long roads where tobacco crops grow amid riverlands, small hills, and clusters of trees. During this journey, the characters will find a small community (four houses) that has taken damage, with no people to be seen. Further investigation will bring about the notice of a 'mad treant' who has seen enough pipe smoking for a lifetime and now intends to destroy all 'smokers' with its nature-born fury. The 'tree' will suddenly come to life, bellowing 'SMOKE YOU!' constantly as it attacks the party. Be sure to keep screaming that at your players, it is sure to get an interesting reaction, especially as the battle persists.

Encounter

The Mad Treant!

Treant [AC 0, HD 18, HP 120, #AT 2, D 4–24 (2 Clubs)]

TREASURE

None

Treant [AC 16, HD 14d12+70, HP 160, Initiative +4, #AT 2, Hit +10, Damage Slam 19 (4d6+6), Multiattack, Animate Trees (1/day)]

The Halfling's Larder (Inn)

One of the best inns along the road through Carlton Country is The Halfling's Larder. Run by Mulowed Leatherfoot, the inn boasts fine ale, hearty food, and the most incredible collection of tobacco in all the Nameless Realms. The finest tobacco, selling at an astounding 100 GP per pouch (enough for 10 good smokes) bestows a 'Bless' on the smoker.

Mini-Adventure ROS S1.6

Hard Times at the Four Corners

A bridge mini-adventure for use between

Folio #6 & Folio #20 Characters Levels 10–12

After the events that unfolded in the journey from Roslof Keep to Carlton, the characters will have entered 'The Four Corners', a disputed hill country that forms the border between the countries of Thalonía, Dravaria, Mistfin, and Ravenmoore. It is a hard stretch of land that runs out of the Mistfin Mountains, and as the players approach the hills, the pleasant autumn weather turns suddenly cold. Within a half day of travel south, snow begins to fall, and by evening, several inches have accumulated on the ground. The characters will be forced to take shelter at The Wayward Cow, a broken-down inn just beneath the high pass that opens the way down into Thalonía. However, instead of the weather improving, a titanic blizzard blows in, and the bartender announces, "The wyrm has come early, and no one will make the pass until spring." Now the characters must make the hard decision to attempt the pass before it truly closes.

1. Primary Purpose: Give the characters experience in dealing with adverse weather conditions and also test them against a cunning foe.
2. Secondary Purpose: Expose them to the 'One Hit/One Kill' rule that will become important in The Curse of Roslof Keep.
3. Time for Running: This mini-adventure is meant to be run after the events of ROS S1.5 and before the ROS S1.7 mini-adventure.

The Pass

High Pass is a rocky climb that winds its way between three great hills. The journey over the pass typically takes 6 hours, but with the snow, it will take 12 hours, and for each encounter the characters have, add another hour to the journey.

Dealing with Snow

When the characters enter the storm, their ability to effectively fight will be compromised. High winds, blowing snow, biting cold, thick powder, and limited visibility will all be a factor as they try to make their way over the pass. It is possible that the party has a druid, and if so, they might be able to mitigate these negatives, but I will allow the DM to use discretion on how that works.

1. High Winds: High winds make missile weapons particularly hard to use, and anyone utilizing them will be at -2 to hit.
2. Blowing Snow: The snow obscures visibility, and melee attacks are at -1 to hit, while missile attacks are at -2.
3. Biting Cold: The temperature inside the storm is numbing, and if characters aren't properly protected from the elements, they will lose 1 point of Constitution per hour.
4. Thick Powder: Moving through the heavy snow slows movement, limiting the ability of characters to utilize their Dexterity for defense. All Dexterity bonuses to AC are cut in half.

New Gaming Rule, One Hit/One Kill

As these adventures (and The Curse of Roslof Keep) are designed for higher-level characters, there becomes a balancing act between keeping a gaming session running smoothly and still providing the visual and mental concept of heavy combat. As a DM, the daunting task of having a party attacked by 30 hobgoblins and keeping track of 30 different sets of 14 hit points can be a misery, as well as hugely time consuming for the players. Such a battle gains a high-level party almost nothing, while also taking hours at the gaming table. To assuage this, I've designed something I call the 'One Hit/One Kill' rule. The rule basically states that if the DM feels the enemy force is highly outmatched (3 HD vs. 12 HD, etc.), then ANY successful hit by a character is considered a kill, and there is no need to roll damage or keep track of hit points. However, ALL characters who are participating in melee combat (or ranged if bows or spells are employed by the enemy) are considered to take 1 point of damage each round in 'incidental' combat damage [for 5E you might increase this to 2 (1d4) per round].

Running Combat

Combat for this adventure will all happen in the open. The characters will be moving through High Pass, and the DM will decide when to throw enemies at the characters. The 'wyrm' in this case will take on three forms and must be defeated in all forms to make it over the pass. All other encounters will be weakening attacks sent by the wyrm after each of its defeats. The adventure is set as a slow grind, with players handicapped by the weather, hopefully making the players tense to get the hell out of High Pass and into Thalonía.

Telling the Story

The story within this mini-adventure doesn't deal with too much as it is more about a single trip up over High Pass. As the DM, you will want to concentrate on the weather, the snow, the storm, and providing the players with a sense of foreboding as they try to make their way over the pass. It is also fun to employ a sense of dread or horror to the adventure as not being able to see will allow you to surprise the characters as shapes or attacks come suddenly out of the white wall that surrounds them.

Setup for ROS S1.6

Once the party leaves the lowland farms around Carlton, they will begin a slow climb into The Four Corners. Here, the weather turns cold, and as the evening wears on, snow begins to fall, about five inches accumulating before the lights of an inn twinkle out of the gloom and falling snow.

Your boots crunch into the new powder, and the world seems oddly quiet as the snow dampens sound along the road. Trees, most still holding dried leaves, are now draped in white, and in the high hills to the south, dark clouds blacken the sky. Pulling your cloaks tight, you trudge on, the lights of an inn cutting through the slowly falling snowflakes your only guide as to where the road travels toward the High Pass...

1. The Wayward Cow

This inn has had its fair share of history as the hotly disputed (and sometimes lawless) Four Corners has been known to host many notorious notabilities over the years. Today, it is a bastion for the characters, the low stone outer wall breached by a single iron gate, and the main building boasting a large circular central fire with square tables set around it. The bar fronts the kitchen, and the owner, one Alias Dunnam, serves the locals as his wife and daughter prepare meals.

Point of Interest

Once the characters have settled in, and perhaps gotten food, Alias will 'rest his feet' at their table and ask as to their purpose. Upon hearing that they are bound for Tiefon, he will shake his head and give a low whistle, saying, 'Sorry folks, but the wyrm has come early this year. By the morning, High Pass will have three feet of powder, and by week's end, a dozen more will be on top of it. Unless you are crazy enough to try to cross it tonight, you'll have to head back to Darinport and try a ship if you want to go south, assuming the minotaurs aren't still raiding and closing the sea routes.'

2. The Lower Pass

The snow continues to fall, with gusts of wind making subtle drifts along the winding road heading into the upper hills. Darkness reigns as the Ghost Moon is obscured by the gathering storm, and a strange howl or moan seems to follow the wind out of the South.

As the snows grow, you'll want to begin placing negatives on the characters as detailed above, with ½ negatives until the characters reach the Second Hill where full negatives should be in place.

3. The First Hill

Your light is scattered, reflecting off the blowing snow, each step becoming more difficult as the road is now covered in nearly a foot and a half of fresh powder. Amid the swirling storm, skeletal trees loom along the side of the road, their dark branches swaying... or are those really trees?

This will be the first encounter utilizing the One Hit/One Kill rule as there are 30 'frozen dead', a type of undead creature that typically has less than three HD and explodes into ice shards when killed. The creatures have AC 8 [AC 12], and when killed, instead of dealing a single point of damage, they cause 1–4 points to anyone not wearing heavy armor. Those in heavy armor will take the standard single point of damage per round.

4. The Maiden of the Storm

The storm rages farther into the heights, the towering forms of the three hills that make up the walls of the pass loom against your light. Swirling clouds of snow play among the drifts, some now as high as six feet. As you trudge forward, a shape appears in the trail, the light flashing against pale skin, hair as white as the snow, and the nubile body of a maiden in a light sheaf of scale armor.

This is the first encounter with the 'wyrn', having taken human form. She intends to test the strength of the party with a series of assaults in the snow, utilizing a mirror image spell and the concealment of the storm itself. She is considered to have 7 alternate images (so 8 in total) and will 'dance' among the party, striking with an enchanted longsword made of blue glacial ice. When she drops to ½ hit points, she will disappear into the blizzard, returning to her lair to heal and send her serpents and elementals at the characters.

Human Form White Dragon [AC 3, HD 11, HP 76, #AT 2 (+6 to hit), D (1-8)+14 (longsword) + 1-8 (Frost)]

TREASURE

Ice Blade of the Wall (+3 [+2] Icy Longsword that is enchanted to stay cool while also causing frost damage (1-8))

Human Form White Dragon [AC 18, HD 16d12+96, HP 200, Initiative +5, #AT 2, Hit +11, Dam Longsword 10 (1d8+6) + Frost 4 (1d8), Multiattack, *Use adult white dragon for ability stats]

5. The Second Hill

The towering edifice of the second hill, one side of it shorn away as though by a great axe, rises up before you, the trail moving along its base, half shielded from the bombardment of the storm. Drifts rise up in place, some up to eight feet high.

6. Worm Attack

Farther south the third hill looms, but the storm rages worse than ever as you move from the relative shelter of the second hill. Tower drifts rise around you, and the snow at your feet is easily three feet in most places...

Four giant hairy serpents have been dispatched by the dragon and wait inside the drifts as the characters pass. They will attack from surprise, hoping to coil around the characters and pull them within the drifts to suffocate while they devour them. The serpents surprise on a 3 in 6 [DC 19 Perception].

(4) Hairy Serpents [AC 6, HD 8, HP 48, #AT 1, D 1-8 (bite) + 2-16 (Constrict)]

TREASURE

None

(4) Hairy Serpents [AC 14, HD 8d12+8, HP 60, Initiative +3, #AT 1, Hit +6, Dam Bite 11 (2d6+4), Constrict (+6 to hit, 13 (2d8+4), DC 17 Escape), *Use Giant Constrictor Snake for ability stats]

7. Elemental Barrage

You draw ever closer to the third hill, the storm battering you like a hammer as your frozen boots plow through four feet of snow in high points on the road. The swirling white almost takes on a humanoid form as the winds continue to rise, finally culminating in a gale so fierce it seems to have a roaring voice of its own...

Here, the white dragon has unleashed two great air elementals bent on utilizing the cold temperatures to freeze the characters before they can make the third hill.

(2) Giant Blizzard Air Elemental [AC 2, HD 20, HP 120, #AT 2, D 2-20 (Slam) + 6-36 (Frost Blast Charge), +2 or better weapon to hit]

TREASURE

None

(2) Giant Blizzard Air Elemental [AC 15, HD 24d10+48, HP 180, Initiative +10, #AT 3, Hit +8, Dam Slam 14 (2d8+5) + Frost Blast 18 (6d6), Whirlwind (Recharge 4-6) (DC 13 Strength or take 15 (3d8+2) bludgeoning damage and be thrown 20 feet, Damage Resistance: nonmagical weapons)]

8. The White Dragon

Finally, the third hill is before you, and for a moment, you can almost feel the warmth of the lowland river valley below. It is only as that glimpse of safety flirts through your mind that a gale force wind whips the drifts into a blur of white, and the roar of a great dragon splits the night...

The white dragon will come now, staying off the ground at first, whipping the snow into a proverbial 'white out' so that spell casters can't get a read on where it is. Its first attack will be its devastating breath, then it will land on the fighter line, hoping to down at least one with a barrage of claws and teeth before they can even react.

Adult White Dragon [AC 3, HD 11, HP 76, #AT 4, D 1-8 (2 Claws) + 1-12 (Bite) + 2d6 (Tail Slash), Breath Weapon (70 x 45 foot cone)]

TREASURE

As this is the first snow of the season, she has yet to collect treasure...

Adult White Dragon [AC 18, HD 16d12+96, HP 200, Initiative +5, #AT 3, Hit +11, Dam Bite 17 (2d10+6) + Frost 4 (1d8) and Claws 13 (2d6+6), Frightful Presence, Multiattack (2 Claws and 1 Bite), Ice Walk, Cold Breath (Recharge 5-6) [DC 19 Constitution, 54 (12d8)], *Use Adult White Dragon for ability stats]

9. The Final Hill

The massive form of the white dragon half-blocks the road south, and its stink plays hard on the wind as you march past it down the pass toward the relative heat of the lowland plains below...

Conclusion

The party can then move down into the lowland plains north of Tiefon. They have reached Thalonía, at last, and will be ready for the events of ROS S1.7.

Mini-Adventure ROS S1.7



A bridge mini-adventure for use between
Folio #6 & Folio #20 Characters Levels 10-12

This mini-adventure is meant to be a wake-up call to the characters that the role of the Infernal Machine (or in this case one of its shards) will not be as passive as they remember from the original Roslof Keep. The Shard will take an active role in The Curse of Roslof Keep and will very much enjoy the part of being the nemesis to the characters. The adventure below is a primer for both the House of Eld and the Shard, but remember, what goes on within is only a construct, and the characters will have to reintroduce themselves to the House of Eld in Folio #20. This adventure will also enlighten the characters to the fact that the Shard is now 'above ground' and has taken an active role in collecting intel on the characters, which means they will not necessarily be safe once they return from the dungeon unless some ground rules can be set with the Shard (which might be possible, as the Shard loves a good negotiation).

1. Primary Purpose: To introduce the characters to The Curse of Roslof Keep's version of the Infernal Machine 'Shard'.

2. Secondary Purpose: Provide players with a bit of insight into how the new Infernal Dungeon is going to operate.

3. Time for Running: This mini-adventure is meant to be run after the events of ROS S1.6 and before the events of Folio #20.

Rawuul (Infernal Shard Guise #1)

The first persona of the Shard is 'the butler' Rawuul. Rawuul is a tall human, some 6'2", with grey hair and a dour expression. His rummy eyes and dark clothing give him a rather unsettling look, but his smile is winning enough to get past his initial appearance. Rawuul will be the initial agent that makes contact with the characters before they hit Tiefon proper and shows them to the Eld's summer house where Master Holm is waiting to provide them instruction before they enter the chaos and danger of the city. Once inside the house, Rawuul will have other plans, until the characters meet him again in Room 9.

Ril Crystals

The biggest difference between the Infernal Dungeon of Roslof Keep and the one in Tiefon is that standard 'gold' treasure is no longer employed by the Shard. Instead, all monster constructs will 'drop' small shards of colored glass referred to hereafter as ril crystals. These are a type of currency usable in the dungeon. They can be used with NPCs inside the dungeon as well as being needed to open particular doors (especially those between the various levels of the dungeon). The monsters inside the House of Eld will drop ril crystals, and those crystals will be needed to first enter the labyrinth beneath the Kasbah of Tiefon.

Amber Glow

The Infernal Machine is employing new magic within the dungeon, and that magic is also represented inside the construct House of Eld. One of these is the Amber Glow. This particular glow is typically set around ‘inaccessible’ items such as doors or objects that cannot be opened or moved. There will be items that might allow the Amber Glow to be defeated inside the dungeon, but for the purposes of this mini-adventure, anything with an Amber Glow is beyond the standard power of the adventurers to overcome. If a character is unreasonably concerned with overcoming the glow and uses extremely powerful magic like a Wish or Mord’s Disjunction, let them spend the spell or charge and then cast them out of the scenario to the wilds where they must wait for the rest of the characters to appear once the mini-adventure is complete.

Azure Glow

The second type of magic employed by the Infernal Machine is the Azure Glow (similar to the protective shields found in the original Roslof Keep between levels). The Azure Glow represents objects that can be opened only by the expenditure of ril crystals. Whenever ril crystals come within five feet of an object surrounded by an Azure Glow, the weight/count/number of crystals needed to overcome the glow will pulse. This will allow the characters to know the cost and determine if they want to spend that amount. If they do, the crystals must be placed at the base of the object, and the pulse will quicken until the crystals disappear along with the Azure Glow. Again, if a high-level wizard wants to screw around trying to defeat the glow with magic, cast them out of the scenario.

Running Combat

Combat in this adventure should be pretty straightforward as there are a handful of creatures the Shard has created to test the players inside the construct House of Eld. Once an enemy is defeated, however, you should read the following: ‘There is a subtle flash, and the outline of the creature is illuminated with a crimson glow before it explodes into hundreds of sparkling motes of energy. The clatter of glass sounds afterward, a small fragment of colored glass, no larger than a gold piece skittering across the floor to rest at your feet...’

Also, this module isn’t meant to test the characters’ combat strength as much as it is a teaching exercise in what lies ahead at the Infernal Dungeon, so keep that in mind. The monsters within the house shouldn’t be epic challenges, and I’ve designed them that way.

Telling the Story

The construct of The House of Eld is a precise representation of the partial layout of the first level of the townhome of the family. However, the Shard has stripped away some of the color of the home, darkened the interior, and made it slightly more ‘creepy’. Once the characters are inside, you might want to provide a horror feel to the adventure, having Rawuul disappear and then have the players search around the dim rooms as they realize they are trapped within some kind of spell. Jump scares are always encouraged as well, having monsters leap out of the dark to attack.

Setup for ROS S1.7

The characters will be coming down out of the Four Corners, frostbitten and tired. The Lowlands of Thalion stretch for almost six days through heavily forested, lightly populated territory. They will have to make do with sleeping in the open or housing in local farmsteads. Certainly, they will be anxious to get to the Tiefon, but a day out, a rider in grey will approach them, asking as to their business. This is Rawuul of House Eld, and he has spent the past two weeks watching the road north in hopes of seeing the White Scimitar Banner (which the party will likely carry). He was sent by Master Holm to bring the characters to the Eld Summer House, just north of the city, that they may recover from their journey and get more intelligence about the mysterious dungeon and other adventuring companies before they enter the city proper. He will take them off the road to the west, to a grand estate atop a small hill and surrounded by copses of colorful trees dressed for autumn.

Once the characters enter the home, read the following:

Rawuul bows and accepts your cloaks and packs, two young female servants helping him shoulder the load. *‘Master Holm has been informed of your arrival and will meet you in the Grand Atrium beyond the stairs,’ he points, ‘A fire is already burning, and drinks have been prepared.’*

From this point, the adventure begins as depicted below, reading first the Grand Entry, and then the Grand Atrium.

1. Grand Entry

Large polished oak doors give way to a two-story interior entry with a silver chandelier hanging before a twenty-foot-wide grand stair. Four doors, each with brass knobs etched with griffons, are along the eastern and western walls, and paintings of family members hang next to tapestries depicting natural settings.

Once the characters have exited this room the first time, the double doors will take on an Amber Glow, and they can no longer be used to exit the house. Also, once the characters enter the Grand Atrium, all the doors in the building, save for the doors to Room 2 and Room 3, will take on a subtle blue glow that will shield them from entry (as above). The doors in the hall between Room 7 and Room 9 will take on an Amber Glow, as will the door in the hall between Room 8 and Room 5 (as these are non-defined rooms that aren’t part of the scenario). Also, the stairwell in Room 1 will have an Amber Glow around it once the characters return to that room.

2. Sitting Room

Four stuffed chairs frame two tables that face a large window to the south although massive heavy drapes cover the overlook. On the western wall, a massive fifteen-foot-wide tapestry shows a mountain village with high snow-tipped mountains and some kind of giant birds flying in the heights.

If characters open the drapes, they will find that instead of a window, only a wall appears in the frame that once housed the glass.

When the party enters, the shadows at the southeast and southwest corners will coalesce into dark-skinned ogres. These two monsters will attack the characters, their shadow nature basically giving them the ‘blur’ spell ability.

(2) Shadow Ogres [AC 5, HD 7+7, HP 46, #AT 1, D 1–10 (spear), Special Defense (Blur, 25% miss chance)]

TREASURE

Each ogre will drop a ril crystal (100).

(2) Shadow Ogres [AC 15, HD 8d10+24, HP 64, Initiative +3, #AT 1, Hit +6, Dam Greatspear 13 (2d8+4), Special Defense (Blur, all attacks at disadvantage), *Use Ogre for ability stats]

3. Smoking Room

Five wooden chairs sit next to several small tables, the smell of pipe smoke heavy in the air. To the east, a small cabinet holds an array of alcohol, and a single gaming table has been set next to the heavily draped windows in the southern wall.

Like the window in Room 2, this is also a false opening, having been sealed once the scenario began.

There is a black-spine feathered serpent that is currently slithering in the rafters of this room. Once the party enters, it will wait for the last member to breach the entry and then swoop down, driving that member back to the hall and slamming the door with its tail. The party will then have to re-open the door if they want to try to help their friend.

Feathered Serpent [AC 4, HD 10+7, HP 67, #AT 3, (1–10)+5 (Bite)/(2–20)+10 (Constrict), (2–12)+5 (Wings), Poison (save or die), Gaze turns to stone, +2 or better weapon to hit, Shed Feathers (1st physical attack on this creature does ½ damage)]

TREASURE

ril crystal (200 value)

Feathered Serpent [AC 16, HD 10d12+30, HP 90, Initiative +4, #AT 3, Hit +9, Dam Bite 16 (3d8+4), Constrict 20 (3d10+5), Wing 10 (2d4+2), Damage Immunity: nonmagical weapons, Magic Resistance, Poison (DC 16 Constitution 20 (2d20) + Acid 15 (3d8+1)), Shed Feathers (1st physical attack from all enemies does ½ damage), *Use Adult White Dragon for ability stats and exp]

4. Hall Library

(Room requires 200 ril crystal to open)

Shelves of books and scrolls, as well as several mounted maps of Thalion and even the city of Tiefon, are placed against the walls of this room. A central desk with two benches and several half-burned candles is in the middle of the room atop a heavy carpet.

A secret door [DC 16 Perception] is located in this room and will dump characters into the back western hall.

5. Refreshing Parlor

(Room requires 200 ril crystal to open)

Two silk dressing screens and a marble basin filled with water mark this room for the purposes of refreshment. Behind one screen, a wooden privy is in place, and several pitchers containing water, as well as scented soaps, rest on a marble counter to the south of the room.

When the party enters, there will be sounds that seem to be the clinking of glasses and then the dripping of water during Round 1. On Round 2, 14 half-ghosts will appear, dire undead that shimmer between reality and the astral. If the DM would rather not deal with these creatures on a full encounter, they can choose to use the rule of One Hit/One Kill, with damage per round from the encounter being 2 points.

(14) Half Ghosts [AC 7, HD 5, HP 20, #AT 1, D 1–8 (deadly touch), Half-Astral (25% miss chance)]

TREASURE

Each half-ghost drops a ril crystal (25).

(14) Half Ghosts [AC 13, HD 5d8, HP 20, Initiative +2, #AT 1, Hit +4, Dam Deadly Touch (Necrotic) 7 (1d6+4), Half-Astral (All attacks against this creature are at disadvantage), *Use Ghost for ability stats]

6. Grand Atrium

This massive room is sixty feet across with a nearly twenty-foot circular fire pit at the center. A set of double doors, etched with large palm trees, is set into the northern wall, and two smaller doors are in the east and west walls. Several cushioned chairs and couches frame the fire pit.

7. Trophy Room

(Room requires 300 ril crystal to open)

A stuffed polar bear, elk, and a dozen smaller creatures are on display in this room, as well as several stations on the walls that feature bows and hunting blades. A door in the south wall is next to a stand with three steel-tipped spears.

Within this room, the tormented spirits of all the animals that have been killed have bonded together to make a type of gibbering moulder known as a spirit moulder.

This creature is only half-present in the Material Plane, and yet the howls, hisses, and tortured roars of the thing are enough to unsettle even the most hardened of adventurers.

Spirit Moulder [AC 9, HD 9+9, HP 65, #AT 1*, D 1–8 (bite), *Digestive Spit (the moulder can spit corrosive ectoplasm from up to 8 mouths, each one causing 1–8 points of damage), Half-Astral (the moulder has a 25% miss chance), Gibbering (save vs. paralyzation or be -2 to all attacks)]

TREASURE

This creature drops a 500 ril crystal.

Spirit Moulder [AC 9, HD 9d8+27, HP 67, Initiative +3, #AT 1, Hit +2, Damage Bite 17 (5d6+4), Blinding Spit (Recharge 5–6) (DC 13 Dexterity or be blinded), Gibbering (DC 10 Wisdom or take no action for 1 round), Half-Astral (attacks are at disadvantage), *Use Gibbering Moulder for ability stats]

8. Dining Salon

(Room requires 300 ril crystal to open)

Three tables rest against the eastern wall, and a dozen chairs are along the southern wall as this room seems reserved for parties. Another chandelier is in this room, as well as a silvered mirror. A serving station along the northern wall has various preparatory utensils for a full evening party.

When the characters enter this room, the chandelier will be lit, but after they have entered, the door will slam and the lights will go out, plunging them into darkness. Suddenly, the chandelier will flicker, providing just enough light to see the room, then go dark, then flash again, this time revealing the room but with all the cutlery on the utensils table floating in the air pointed at the party, then darkness! After that, the air elemental will attack, utilizing the cutlery to do extra damage.

Cutlery Air Elemental [AC 2, HD 20, HP 120, #AT 2, D 2–20 (Slam) + 6–36 (Cutlery Barrage), +2 or better weapon to hit]

TREASURE

Monster drops a 700 ril crystal.

Cutlery Air Elemental [AC 15, HD 24d10+48, HP 180, Initiative +10, #AT 3, Hit +8, Damage Slam 14 (2d8+5) + Cutlery Barrage 18 (6d6), Whirlwind (Recharge 4–6) (DC 13 Strength or take 15 (3d8+2) bludgeoning damage and be thrown 20 feet, Damage Resistance: nonmagical weapons)]

9. Front Office (Room requires 500 ril crystal to open)

A heavy oak desk rests with its back toward the heavily draped curtains at the room's south. A bookshelf sits against the western wall, and a map of the Thalonian countryside is framed on the eastern wall. Behind the desk sits Rawuul, his hands crossed before his face with elbows resting on the desk.

Rawuul will congratulate the characters on their journey and on figuring out the working of the house, 'as this should lead to a greater understanding of the dungeon' and that 'he' looks forward to seeing them soon in the Kasbah. It has been a long time since 'he' has been challenged, and 'he' thinks of all the characters who participated in Roslof Keep as 'old friends'.

As the DM, if you wish to converse more, you may, having whatever banter you like, but before the characters can attack (if they choose to), Rawuul will disappear, and the house will slowly fade away.

Conclusion

Once Rawuul disappears, the façade of the building will fade away, leaving the characters standing on the open hill, the spires of Tiefon just visible on the southern horizon. Now, they can finally make their way to the events unfolding in Folio #20 while having had a taste of what will greet them once they reach the dungeon. All ril crystals they collected will remain in their possession, however, and can be used to access the dungeon once they reach it.

Mini-Adventure CRK B1 Behind the Amber Door

A 2nd bridge mini-adventure for use between

Folio #20 & Folio #21

Characters Levels 10–12

This adventure revolves around the characters moving through the final locked door on the first level of the Kasbah Dungeon. It is meant to provide additional experience while exposing the characters to demons and elementals—creatures found in abundance farther down into the dungeon. Utilize a sense of madness within this dungeon, perhaps with screams echoing down the corridors. I see this as a very 'dark' chapter of the dungeon storyline, and it would be very easy for the DM to play that up.

1. Primary Purpose: Experience for the players to help increase their overall level before taking on the challenges of Dungeon Level 2.

2. Secondary Purpose: Recover the Demon Reaver, which will help the party achieve victories later in the dungeon.

3. Time for Running: This mini-adventure is meant to be run after the events that occur in Room 5 of Folio #21.

Urathra'Zan, the Demon of the Severed Body

Once a mighty bator, this demon rose through the ranks of his kin, stealing their power, and become something even greater. When he was finally defeated by Adimarchus, his form held four arms and mighty wings he would use as weapons. Adimarchus cast the demon down, breaking his mind into many parts and scattering them around the Abyss. Now, driven mad, he wanders the lower planes looking to recover his mind, but his pursuit put him into the summoning circle of the Infernal Machine, and it drew him here where he is imprisoned.

Ril Crystals

The biggest difference between the Infernal Dungeon of Roslof Keep and the one in Tiefon is that standard 'gold' treasure is no longer employed by the Shard. Instead, all monster constructs will 'drop' small shards of colored glass referred to hereafter as ril crystals. These are a type of currency usable in the dungeon. They can be traded with NPCs inside the dungeon and are needed to open particular doors (especially those between the various levels of the dungeon).

Once an enemy is defeated, you should read the following, unless you've already established this with previous Foliots: *'There is a subtle flash, and the outline of the creature is illuminated with a crimson glow before it explodes into hundreds of sparkling motes of energy. The clatter of glass sounds afterward, a small fragment of colored glass no larger than a gold piece skittering across the floor to rest at your feet...'*

As this is still considered Level 1 of the dungeon, once beyond the Amber Door, each room you enter has a cost of 200 ril crystals.

Running Combat

Combat in this adventure should be pretty straightforward, although as I stated above, you might want to mix in a horror aspect. Ril crystals are still employed within, so treasure drops will help establish a buildup of 'dungeon money' for the characters.

Telling the Story

Keep in mind the madness of the 'boss' in this dungeon, and if you have a horror movie soundtrack (or channel on Pandora), I suggest employing it. You might want to let out a blood-curdling scream every now and then, especially if players are table talking for extended periods, just to keep them 'frosty'.

Setting the Stage

Once the players have made their way to the Amber Door, you can read the following: The long key, tipped with an amber door-shaped head, slowly slides into the lock, and the glow around the portal fades. The lock then snaps open, and the door opens a crack, the sound of an anguished scream coming from somewhere within.

1. The Gilded Entry

The entire chamber is covered in golden filigree, with the walls covered in hieroglyphs. A single door stands across from the entry, three golden bars placed across its surface.

This room represents the desires of the demon within, and the gold bars that have been placed across the door are a barrier against his escape. The players may remove them (and need to if they are to go through the door), but once they are removed the demon in Room 8 will be awakened. He will summon a lesser demon every 5 minutes (this needs to be tracked by the DM) and will send them forth to investigate the dungeon. These lesser demons should be treated as 'wandering monsters' for the purpose of gameplay.

Each gold bar (actually a rod of some four feet across and two inches thick) weighs upwards of 50 lbs. and has a gold piece value of 1,000 GP.

1 Lesser Demon [AC 2, HD 9+9, HP 45, #AT 2, D (1–12) (Claws), Rampage (when reduced to ½ HP, +1 attack per round and +3 to damage), Ambush (surprise on 3 in 6 and causes double damage on first attack against a surprised opponent) (EXP: 1,980)]

TREASURE
200 ril crystals

1 Lesser Demon [AC 18, HD 9d12+36, HP 90, Initiative +3, #AT 2, Hit +8, Dam Claw 10 (1d10+5), Multiattack (2 Claws), Stealth +8, Rampage (when dropped to less than ½ hit points, all attacks are at advantage), Ambush (+5 to all Stealth rolls, and an additional 16 (4d8) damage on first attack if enemy is surprised)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (–) CON: 18 (+4) DEX: 15 (+2) CHA: 8 (–1)
CR: 5 EXP: 1,800 Type: Medium Fiend

Secret Door

There is a secret door in the eastern wall of this chamber, and it is hidden with particular care (1 in 10 chance to discover) [DC 22 Perception].

2. Lotus Chamber

The walls of this chamber are framed with a stone trough that holds nearly a hundred white lotus flowers. A golden light hangs from the vault in the ceiling, and the chamber is filled with the sounds of twittering birds.

This small chamber is the home of the demon's beauty, and as such, it houses a succubus who will appear once any party member with a Charisma of 15 or higher enters. She is particularly tricky and has Lingerie of Displacement that makes her very hard to hit (50% miss chance) [disadvantage to all attacks]. Her initial action will always be to attempt to charm the party's fighters and use them to defend herself.

SPECIAL TREASURE

Lingerie of Displacement (a white leather corset, garter, choker, and stockings, all magically enchanted with lotus images in gold relief, the outfit not only acts as a Cloak of Displacement but also provides the wearer with a +2 Charisma bonus.)

1 Succubus [AC 0, HD 6, HP 36, #AT 2, D (1–3/1–3) (Claws), Become Ethereal, Charm Person, +1 or better weapon to hit, Draining Kiss (save vs. magic or lose an experience level) (EXP: 760)]

TREASURE
Lingerie of Displacement, 1,200 ril crystals

1 Succubus [AC 15, HD 12d8+12, HP 66, Initiative +5, #AT 1, Hit +5, Dam Claw 6 (1d6+3), Charm (DC 16 Wisdom or be charmed for 1 day), Draining Kiss (DC 15 Constitution or take 32 (5d10+5) psychic damage (1/2 for a successful save), Etherealness]

STR: 8 (–1) INT: 15 (+2) WIS: 12 (+1) CON: 13 (+1) DEX: 17 (+3) CHA: 22 (+6)
CR: 4 EXP: 1,100 Type: Medium Fiend

3.

Room of Nine Shells

Nine pedestals are arranged in a half-circle pattern in this room, each topped with a beautiful and multicolored shell. The walls are covered with paintings of the ocean, and the sound of gulls and a breeze can be heard within.

This chamber represents the demon's hatreds, and each shell is enchanted to summon forth a different demonic servant. All are quite mad, screaming and attacking with blazing and crazed eyes once they come into existence. The summonings are triggered by anyone searching the room and rolling a 6 on the search dice [a failed DC 14 Perception on a search]. The failure assumes someone has touched, bumped, or lifted a shell, which causes a magical cascade that fills the room with demons.

1 Demonic Servant [AC 2, HD 11, HP 66, #AT 2, D (1–12) (Claws). Insanity (save vs. magic or be 'unsettled' and at -2 on all attack rolls) (EXP: 3,056)]

TREASURE
200 ril crystals

1 Demonic Servant [AC 18, HD 11d12+44, HP 110, Initiative +3, #AT 2, Hit +8, Dam Claw 10 (1d10+5), Multiattack (2 Claws), Insanity (DC 16 Wisdom or be 'unsettled' and at disadvantage on all attacks against the demonic servant)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (–) CON: 18 (+4) DEX: 15 (+2) CHA: 8 (–1)
CR: 6 EXP: 2,300 Type: Medium Fiend

4.

Cyclops Skull

A giant skull the size of two grown men lies at the center of this room, a single eye socket at its center. Inside the skull, a dull crimson glow pulses with an evil light.

This chamber represents the demon's mind, and the skull is enchanted with a type of 'magic mouth' that delivers an ominous and resounding vocal display once the characters enter the chamber. First, it begins rumbling, then making crazed gibbering (all in a low tone) before finally screaming 'Trespassers, Rogues, and the Lawful!' Once that line is uttered, the room's walls will shift, allowing a pack of intellect devourers in to attack the party.

Secret Door

Within this room, along the eastern wall, a secret door is present with a standard chance to detect [DC 15].

4 Intellect Devourers [AC 4, HD 6+6, HP 42, #AT 4, D (1–4(x4)) (Claws), +3 or better weapon to hit, Hide in Shadows (70%), Psionic Blast (1/round, for 6–36) (EXP: 648)]

TREASURE
300 ril crystals each

4 Intellect Devourers [AC 12, HD 6d4+6, HP 21, Initiative +2, #AT 2, Hit +7, Dam Claw 6 (2d4+2), Multiattack (1 Claw/1 Devour Intellect), Devour Intellect (DC 12 Intelligence or take 11 (2d10) psychic damage and also roll 3d6 and if that roll exceeds the victims intelligence, their INT is reduced to 0)]

STR: 6 (–2) INT: 12 (+1) WIS: 11 (–) CON: 13 (+1) DEX: 14 (+2) CHA: 10 (–)
CR: 2 EXP: 450 Type: Tiny Aberration

5. Chamber of Flame

The door to this chamber is made of an opaque red crystal, and beyond, its red flames burn as though the entire room is a superheated furnace.

This is the first of the elemental chambers of the demon, the beast using these rooms as a 'bathing' chamber. In each, a great elder elemental basically possesses the entire room and will engulf the party upon entry, creating a deadly environment.

1 Fire Elemental [AC 2, HD 16, HP 96, #AT 1, D (3–24) (Engulf), +2 or better weapon to hit, Alight (if hit, save vs. magic or take an extra 3–18 points of burning damage) (EXP: 5,920)]

TREASURE
500 ril crystals

1 Fire Elemental [AC 13, HD 16d10+48, HP 128, Initiative +7, #AT 2, Hit +6, Dam Touch 10 (2d6+3), Multiattack (2 Touch), Ignite (victim of an attack takes 5 (1d10) per round until extinguished)]

STR: 10 (–) INT: 6 (–2) WIS: 10 (–) CON: 16 (+3) DEX: 17 (+3) CHA: 7 (–2)
CR: 6 EXP: 2,300 Type: Large Elemental Humanoid

6. Chamber of Smoke

The acrid smell of sulfuric smoke drifts through the dark wood of this door, the metal reinforcements having a dull sheen of oil on them.

1 Smoke Para-Elemental [AC 2, HD 16, HP 96, #AT 1, D (3–24) (Choke), +2 or better weapon to hit, Ash Lung (if hit, save vs. magic or take an extra 3–18 points of suffocation damage) (EXP: 5,920)]

TREASURE
500 ril crystals

1 Smoke Para-Elemental [AC 13, HD 16d10+48, HP 128, Initiative +7, #AT 2, Hit +6, Dam Touch 10 (2d6+3), Multiattack (2 Touch), Ash Lung (victim of an attack takes 5 (1d10) per round until airways are cleared (DC 15 Constitution)]

STR: 10 (–) INT: 6 (–2) WIS: 10 (–) CON: 16 (+3) DEX: 17 (+3) CHA: 7 (–2)
CR: 6 EXP: 2,300 Type: Large Elemental Humanoid

7. Chamber of Ash

The floor before this door is covered in a fine layer of grey ash, and the door itself, made of white wood and stained with grey swirling patterns, is set with a silver handle.

1 Ash Quasi-Elemental [AC 2, HD 16, HP 96, #AT 1, D (3–24) (Slam), +2 or better weapon to hit, Blind (if hit, save vs. magic or be blinded for 1–4 rounds) (EXP: 5,920)]

TREASURE
500 ril crystals

1 Ash Quasi-Elemental [AC 13, HD 16d10+48, HP 128, Initiative +7, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Multiattack (2 Slam), Blind (DC 15 Constitution or victim is blinded for 3 (1d6) rounds)]

STR: 10 (-) INT: 6 (-2) WIS: 10 (-) CON: 16 (+3) DEX: 17 (+3) CHA: 7 (-2)

CR: 6 EXP: 2,300 Type: Large Elemental Humanoid

8. Demon's Abode

This massive natural cavern is lit with dull violet light, the stalactites and stalagmites looking like the teeth of a great beast ready to close. Dripping water echoes off the cavern walls, and the smell of sulfur dominates the air.

This is the home of Urathra'Zan, the Demon of the Severed Body. He is haunted by the fact that his personality is divided and taken from him, leaving him little more than a tormented creature who seeks only to destroy anything living he comes in contact with. He boasts long wings and four arms and has the power to rend buildings with his clawed hands.

Urathra'Zan [AC -4, HD 21, HP 126, #AT 4, D (2-24) (Claws), Wing Slam (every other round he can slam opponents with a wing buff that causes 3-18 points of necrotic wind damage), +2 or better weapon to hit. (EXP: 3,056)]

TREASURE
3,000 ril crystals

Urathra'Zan [AC 20, HD 21d12+84, HP 210, Initiative +4, #AT 4, Hit +9, Dam Claw 15 (2d10+5), Multiattack (4 Claws), Wing Slam (DC 16 Dexterity to all in a 30' area or take 9 (3d6) necrotic wind damage), Damage Immunity (nonmagical weapons)]

STR: 20 (+5) INT: 12 (+1) WIS: 11 (-) CON: 18 (+4) DEX: 15 (+2) CHA: 8 (-1)

CR: 10 EXP: 5,900 Type: Large Fiend

9. Demon's Cache

Smooth alabaster walls decorated with golden filigree hold court over a single bronze chest that is the size of a large tub. Scrollwork covers the chest, and an inset lock shaped like a dragon's maw threatens any who draw near enough to see it.

CHEST:

[Trap: Sulfuric Fire!]

Damage 6-60 round 1 and 3-30 round 2 unless save vs. petrification is made at -5

[DC 20 Dexterity or take 30 (6d10) round 1 and 15 (3d10) round 2]

Unearthly Lock (-40% Pick Locks) [DC 22]

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DEMON REAVER (+4 [+2] LONGSWORD MADE OF BLACK GLASS AND ETCHED WITH SILVER INLAID RUNES. IF IT STRIKES A CREATURE FROM THE LOWER PLANES, IT DOES AN ADDITIONAL 2-16 POINTS OF DAMAGE AND ACTS AS A SWORD OF SHARPNESS),
8 POTIONS OF EXTRA-HEALING [GREATER HEALING].

Mini-Adventure CRK B2



A 2nd bridge mini-adventure for use between
Folio #20 & Folio #21
Characters Levels 10-12

This mini-adventure is based around the workings of the Infernal Machine and the need of the Shard to deceive the characters into believing that there is a giant mechanism that is actively working behind the scenes to create this dungeon. That, of course, is a lie, is simply magic, and magic can be both intangible and small, but nevertheless, the Shard likes putting on a show. Other than that, the players will be tested here against various automatons before they will leave with the 'big prize', which is the Jade Key needed on later floors to open... you guessed it, Jade Doors!

1. Primary Purpose: Discover and recover the Jade Key.
2. Secondary Purpose: Provide players with the belief that the dungeon is really some kind of magical machine.
3. Time for Running: This mini-adventure is meant to be run after events in Folio #21 and before delving into Level 3 of the dungeon in Folio #22.

Iravayne the White Witch (Infernal Shard Guise #2): Although this is the Shard's 2nd persona (the butler is her first), she prefers this one over all others as it seems to suit some dark and sexual desire she has within her. Still, she is a playful thing, and sees the creation of the dungeon and the monsters within as much more of a game than a true threat. Remember, the purpose of the Shard is the same as the Infernal Machine: to depopulate monsters from the region around the dungeon and keep them trapped within. Therefore, she really isn't an evil creation, more of a Lawful Neutral entity that has a purpose not always understood or agreed on by those outside her way of thinking. She should be played as such.

Ril Crystal

The biggest difference between the Infernal Dungeon of Roslof Keep and the one in Tiefon is that standard 'gold' treasure is no longer employed by the Shard. Instead, all monster constructs will 'drop' small shards of colored glass referred to hereafter as ril crystals. These are a type of currency usable in the dungeon. They can be traded with NPCs inside the dungeon and are needed to open particular doors (especially those between the various levels of the dungeon). Once an enemy is defeated, you should read the following, unless you've already established this with previous Folios: 'There is a subtle flash, and the outline of the creature is illuminated with a crimson glow before it explodes into hundreds of sparkling motes of energy. The clatter of glass sounds afterward, a small fragment of colored glass no larger than a gold piece skittering across the floor to rest at your feet...'

As this is still considered Level 2 of the dungeon, each room you enter once beyond the Amber Door has a cost of 300 ril crystals.

Running Combat

This adventure can be built around as many random encounters as you like, using the automatons to disengage from walls, ceilings, and floors as you like. Otherwise, you can make it a straight 'run' until you get to the Jade Key; however, make sure you have a fun conversation with the Shard. It's a perfect opportunity to answer some nagging questions the players may have, or even set other things in motion that you've had planned during your campaign. Remember, the Shard can be flirty, so you could also have a bit of an infatuation/relationship kindle between her and one of the players.

Telling the Story

There should be a bit of science fiction in the telling of this adventure, and you could even lash a taste of old 80s video games in there if you like. If you really want to have some fun with your players, put in DARKNESS tiles that make everything black for 10' or more. That always stresses folks out and becomes annoying, which I always love.

Setting Up for This Adventure

As this is the second 'Amber Door' adventure, the characters are required to have recovered the Amber Key found in Room 5 of Level 2 of the dungeon. If the party has that key, you can speak the following: The now-familiar key slowly slides into the lock, and the latch snaps open. The door opens a crack, the sound of grinding machines, like a forge and bellows, can be heard coming from somewhere within.

1. Labyrinth of Doors

A simple wood and bronze door opens into a perfectly square 10'x10' room set with two more identical doors. The floor is polished marble, and the ceiling is fifteen feet about and set with a series of etched lines that glow with a crimson light.

This is a confusing 'map nightmare' inspired by the dungeons in the old 80s video games like Bard's Tale. There really isn't a great deal to it although you could lock several doors (your choice) [DC 16] to make things more interesting, and obviously, there are a lot of dead ends within. I suggest making each room 10' x 10', and if you want to put a wandering monster, they can generate as rooms are opened. As this is a 'construct dungeon', the random monsters can be golems, likely iron, and the stats for those are below.

One exit, directly north, will lead to Room 4, and a door in the east will lead to Room 2 that has a secret door for access to the interior of the dungeon. All other rooms are dead ends, perhaps with a skeleton or two for good measure.

1 Dungeon Automaton [AC 0, HD 12, HP 72, #AT 2, D (1-10) (Slam), +2 or better weapon to hit. Hardness (all weapon attacks that are not made of adamantite do ½ damage) (EXP: 3,152)]

TREASURE
400 ril crystals

1 Dungeon Automaton [AC 20, HD 12d10+48, HP 108, Initiative +3, #AT 2, Hit +9, Dam Cleaver 11 (1d10+6), Multiattack (2 Slam), Hardness (1/2 damage to all weapon attacks not made of adamantite)]

STR: 22 (+6) INT: 10 (-) WIS: 11 (-) CON: 18 (+4) DEX: 10 (-) CHA: 10 (-)

CR: 8 EXP: 3,900 Type: Large Construct

2. Machine Hub

The door opens to a ten-foot-wide by twenty-foot-long 'hall', the walls of which are covered in buzzing and clicking metal machines. Odd lights, in a multitude of color, blink inside the machines, and the hum of mechanical energy makes the hair on your arms stand at attention.

This is the first encounter point for the Infernal Machine's 'inner workings', and if anyone bought books in the Mechanic Shop, these can be used to figure out some of the inner workings of these machines and likely offer helpful tools for clearing the dungeon. Any book owned provides a 15% chance of getting something to activate within the machine. However, on a roll of 90%+, the machine will flash red lights and a monster will be generated to 'protect the machine'.

The results of a successful roll are listed below:

01–25: Healing Potions: 1d8 Potions of Extra-Healing [**Greater Healing**]
26–50: Mana Stones: 1d4 silver stones that can 'recharge' one spell slot each (only a single use per stone)
51–75: Fresh Food: Enough freshly made food for 12 people (meats, baked goods, wine, etc.)
76–00: Crystals: 1d10x1,000 ril crystals

Failed Roll: Random Monster Generator

1 Dungeon Automaton [AC 0, HD 12, HP 72, #AT 2, D (1–10) (Slam), +2 or better weapon to hit. Hardness (all weapon attacks that are not made of adamantite do ½ damage) (EXP: 3,152)]

TREASURE
300 ril crystals (each)

1 Dungeon Automaton [AC 20, HD 12d10+48, HP 108, Initiative +3, #AT 2, Hit +9, Dam Cleaver 11 (1d10+6), Multiattack (2 Slam), Hardness (½ damage to all weapon attacks not made of adamantite)]

STR: 22 (+6) INT: 10 (–) WIS: 11 (–) CON: 18 (+4) DEX: 10 (–) CHA: 10 (–)

CR: 8 EXP: 3,900 Type: Large Construct

Secret Door

There is a secret door on the eastern wall of this room. Assuming it is discovered, 1 in 6 [DC 18 Perception], it can only be opened with a successful Open Locks check at -25% [DC 20]; however, if the party has one of the Mechanic Books, the Open Locks check is at +10% [DC 13].

3. Lounge of the Frog Demon

A great throne of brain fungus stands at the center of this large chamber as brackish and algae-covered water covers the floor. Upon the throne a huge humanoid frog sits, its amber eyes glowing with an inner light and its purplish-red skin oozing a black slime.

Why is there a frog demon here? You tell me, the Infernal Machine is batshit crazy! Anyway, the frog demon IS here, so be prepared to do battle. He prefers to utilize a nasty 'poison fog breath' that he emits whenever he begins his attacks and quickly fills the entire chamber. It stays present in the chamber for 1d4 rounds after his death, and will certainly provide challenges for the characters as they fight.

1 Frog Demon [AC -3, HD 13, HP 91, #AT 3, D (3–18) (Claws) + (2–24) (Bite), Poison Fog (save vs. poison or take 3–30 hit points per turn until you clear the area or make a save) (EXP: 5,538)]

TREASURE
1,000 ril crystals

1 Frog Demon [AC 23, HD 13d10+39, HP 104, Initiative +6, #AT 3, Hit +7, Dam Claw 12 (3d6+3) + Bite 15 (2d12+3), Multiattack (2 Claw/1 Bite), Poison Fog (DC 15 Constitution or take 15 (3d10) damage per turn until save it made)]

STR: 16 (+3) INT: 15 (+2) WIS: 11 (–) CON: 16 (+3) DEX: 15 (+2) CHA: 6 (–2)

CR: 9 EXP: 5,000 Type: Medium Fiend

4. Abode of the Slaad

Strange globes, each filled with a swirling luminescent liquid, float in the air around this chamber. The floor is made of deep crystal, and flashes of light swirl inside it.

Each globe is bound to a different color of slaad, and as the swirling patterns on the floor begin to pulse around the footsteps of those entering, the slaad will begin to be summoned. Each round, 1d3 slaad will be summoned, assuming the globes stay intact. If a globe is attacked, it can take 20 hit points of damage before it explodes and loses its summoning power. These slaads do not have eggs (for the red slaads), and they do not gate in other slaads to help (unless you have a particular vendetta against your players).

1 Red Slaad [AC 6, HD 7, HP 49, #AT 3, D (1–4 (x2)) (Claws) + (2–16) (Bite), Regeneration (3 HP per turn), Magic Resistance 35%. (EXP: 1,267)]

TREASURE
300 ril crystals (each)

1 Red Slaad [AC 14, HD 11d10+33, HP 93, Initiative +3, #AT 2, Hit +6, Dam Claw 7 (1d8+3) + Bite 8 (2d4+3), Multiattack (2 Claw/ 1 Bite), Regeneration (10 hit points on its attack), Magic Resistance (advantage on saves vs. magic)]

STR: 16 (+3) INT: 6 (–2) WIS: 6 (–2) CON: 16 (+3) DEX: 12 (+1) CHA: 7 (–2)

CR: 5 EXP: 1,800 Type: Large Aberration

1 Blue Slaad [AC 5, HD 8+4, HP 60, #AT 5, D (2–12) (Claw (x2)) + (2–12) (Claw Blade (x2) + 2–16 (Bite), Magic Resistance 40%. (EXP: 2,700)]

TREASURE
400 ril crystals (each)

1 Blue Slaad [AC 15, HD 13d10+52, HP 123, Initiative +4, #AT 3, Hit +8, Dam Claw 12 (2d6+5) + Bite 12 (2d6+5), Multiattack (2 Claw/1 Bite), Regeneration (10 hit points on its attack), Magic Resistance (advantage on saves vs. magic)]

STR: 20 (+5) INT: 7 (–2) WIS: 7 (–2) CON: 18 (+4) DEX: 15 (+2) CHA: 9 (–1)

CR: 7 EXP: 2,900 Type: Large Aberration

5. Machine Generator

Great metal machines line the walls, each clicking and seeming to have some purpose although they seem to produce nothing. At the center of the chamber, a massive metal bar, something like a great switch, is set in the floor and is thrown into a position where it rests to the north of a long groove.

The bar is the most important thing in this dungeon as it will release three massive adamantite portcullises that bar the entry of Level 3 of this dungeon. Without pulling the switch, the characters will have to deal with the portcullis as well as the traps set between them.

6. Chamber of Oil

A long pool of oil, the surface black and with swirls of shimmering color in the right light, dominates this long chamber. The vaulted ceiling has three giant lanterns that provide light to the room below.

The oil in this chamber is warm and holds three corrupted water elementals, each 'toxic' with the oil. They have been summoned to serve the machine, funneling oil into various parts of the entire labyrinth as needed, but this has driven them insane, and anyone entering the chamber will be set upon immediately.

1 Corrupted Water Elemental [AC 2, HD 16, HP 96, #AT 1, D (3–24) (Slam), +2 or better weapon to hit, Oil Engulf (if hit, save vs magic or be choked (2–12) and blinded for 1–4 rounds). (EXP: 5,920)]

TREASURE
700 ril crystals

1 Corrupted Water Elemental [AC 13, HD 16d10+48, HP 128, Initiative +7, #AT 2, Hit +6, Dam Slam 10 (2d6+3), Multiattack (2 Slam), Oil Engulf (DC 15 Constitution or victim is choked 6 (2d6) and blinded for 3 (1d6) rounds)]

STR: 10 (–) INT: 6 (–2) WIS: 10 (–) CON: 16 (+3) DEX: 17 (+3) CHA: 7 (–2)

CR: 6 EXP: 2,300 Type: Large Elemental Humanoid

7. Hall of the Shard

This massive chamber is decorated with eight basalt pillars, each decorated with masses of hieroglyphs and magical runes. At the north end, a dais holds a gilded machine throne, the entire chair humming, blinking, and buzzing. Atop the chair sits a beautiful raven-haired and honey-chocolate skinned woman, her dress like white oil dripping down her and her eyes glowing with green energy.

Within this hall is the Shard, and she will have taken the form of a terrible and beautiful white witch (one of her preferred guises), Iravayne (possibly encountered before in Folio 6.7 The Giant One Purpose and Folio #13 Playing Down the Dawn). She will treat with the characters if they so choose, but she has no intention of fighting them (as that isn't her purpose). She will, however, test them with questions about their battles thus far in the dungeon (who killed what creature, who opened what door, who disarmed what trap, etc., all questions the DM should know, allowing table-talk if desired). For each question answered correctly, she will provide the character who answered with a 'Dungeon Blessing' which translates to +1 to hit and damage AND the ability to negate a single attack from a dungeon foe at some future date. Characters can only answer one question each, and if someone misses an answer, she disappears. If other conversation is to be had, she will answer and discuss whatever the DM sees fit to tell the characters (but it is up to the DM, and if the question is not something you want to answer, say 'this is boring me' and move on to her questions).

8. The Jade Key

A jade key floats within a field of amber light. It is roughly the size of a serving spoon, and small etchings are apparent in its facets. The walls of the chamber are obsidian, and the floor is slick.

Perhaps the greatest prize in the dungeon, the Jade Key will open all Jade Doors located on levels 5 and 6 of the dungeon. However, to gain the Jade Key, the characters must face the Jade Wyrn, a dragon-like creature that lives in a giant bamboo grove that appears around the party once they fully enter the room. If the dragon is defeated, they return to the room, and the key will lower gently to the floor.

1 Jade Dracoform [AC 0, HD 19, HP 133, #AT 5, D (2–16) (Claw (x2)) + (2–12) (Barbed Wings (x2) + (2–20) (Tail) + (2–24) Bite, Breath Weapon (liquid glass in a 30' cone), Magic Resistance 35%, +2 or better weapon to hit. (EXP: 13,925)]

TREASURE
5,000 ril crystals

1 Jade Dracoform [AC 20, HD 19d12+114, HP 228, Initiative +5, #AT 5, Hit +12, Dam Claw 18 (2d10+7) + Wings 11 (2d8+7) + Tail 22 (3d10+7) + Bite 18 (2d10+7), Multiattack (2 Claw/2 Wing/1 Tail/1 Bite), Breath Weapon [Recharge 5–6] (DC 19 Dexterity or take 66 (12d10) of heat & piercing damage), Magic Resistance (advantage on all saves vs. magic)]

STR: 25 (+7) INT: 18 (+4) WIS: 17 (+3) CON: 22 (+6) DEX: 15 (+2) CHA: 17 (+3)

CR: 14 EXP: 11,500 Type: Large Dragon

9. Machine Hall

This entire hall is filled with banks of buzzing and chirping machines, some of which produced a green smoke that drifts to the floor and gathers around your feet.

This is the second encounter point for the Infernal Machine's 'inner workings', and if anyone bought books in the Mechanic Shop, these can be used to figure out some of the inner workings of these machines and likely offer helpful tools for clearing the dungeon. Any book owned provides a 15% chance of getting something to activate within the machine. However, on a roll of 90%+, the machine will flash red lights and a monster will be generated to 'protect the machine'.

The results of a successful roll are listed below:

01–25: Healing Potions: 1d8 Potions of Extra-Healing [Greater Healing]
26–50: Mana Stones: 1d4 silver stones that can 'recharge' one spell slot each (only a single use per stone)
51–75: Fresh Food: Enough freshly made food for 12 people (meats, baked goods, wine, etc.)
76–00: Crystals: 1d10x1,000 ril crystals

Failed Roll: Random Monster Generator

1 Dungeon Automaton [AC 0, HD 12, HP 72, #AT 2, D (1–10) (Slam), +2 or better weapon to hit. Hardness (all weapon attacks that are not made of adamantite do ½ damage). (EXP: 3,152)]

TREASURE
300 ril crystals (each)

1 Dungeon Automaton [AC 20, HD 12d10+48, HP 108, Initiative +3, #AT 2, Hit +9, Dam Cleaver 11 (1d10+6), Multiattack (2 Slam), Hardness (½ damage to all weapon attacks not made of adamantite)]

STR: 22 (+6) INT: 10 (–) WIS: 11 (–) CON: 18 (+4) DEX: 10 (–) CHA: 10 (–)

CR: 8 EXP: 3,900 Type: Large Construct

Mini-Adventure CRK B3

The Secret Respite

A 2nd bridge mini-adventure for use between
Folio #20 & Folio #21
Characters Levels 10–12

This mini-supplement is meant to be used as a recurring addition to the dungeon for the betterment of the overall campaign. The design is such that it will be able to be employed on any of the six levels of the dungeon as a 'fall back point' for the characters. However, there can always be dangers associated with such things, like other dungeon companies and anything the Infernal Machine chooses to send after the players (at the DM's discretion). When using this supplement, be sure to add as much flavor to it as possible as it's meant to make the players think and also feel a bit of unease as they move through it.

1. Primary Purpose: To provide the characters with a place to heal, rest, reequip, and even gain some useful magical items without having to fully leave the dungeon.

2. Secondary Purpose: Provide characters with opportunities for roleplay as well as a way to gain experience points if needed.

3. Time for running: This mini-adventure is meant to be run after the clearing of Level 2 of the dungeon but before entry into Level 3.

How to Use the Outpost

The outpost is a very interesting and malleable setting within the Kasbah Dungeon in that it can be placed between ANY floor once it is 'unlocked' after Folio #21. As the campaign evolves, so too should the outpost, with colorful NPCs, relationships, and even grudges happening each time the characters visit. You can also change the lighting, the NPCs that wander the streets, the sounds, smells, and even how the outpost appears on different floors (i.e., a dungeon chamber, an underground vault filled with giant mushrooms, a steamy bamboo forest that is walled with impenetrable thickets, and even a desert island oasis surrounded by azure seas). All these options can add a great degree of 'flair' to your campaigns, so please keep them in mind and try to make a different type of outpost setting on each level, even if the characters are relatively the same (maybe with clothing changed to be appropriate to the setting).

NPCs around Town

The job of the DM is to make sure the characters have an opportunity to interact with the three primary types of NPCs within the town. The first are the shop owners, and these are the most 'advanced' and detailed in personality and relationship stability with the characters. The second are the townsfolk, which if the characters 'push' to interact with them, you can 'upgrade' a certain NPC to a more active role or just have each be more mundane and uninteresting until the characters kind of move on. The third are the political NPCs of the town, including the mayor and his constables. These final NPCs are there to keep order and also to make sure the characters 'keep moving' instead of trying to stay within the outpost for extended periods of time. The town itself should be considered a bustling 'hub' of activity, with NPCs moving about the streets at all hours, including children playing, dogs barking, and even nobility being taken around on litters.

Non-Marked Shops

Although I've detailed the main structures of the outpost, there should be an open market vibe within as many canopy food sellers, trinket dealers, and all other manner of mundane merchants plying their trade within the outpost's many streets, so be sure to allow the characters to try some interesting foods, wines, and other services as they move about the settlement.

Costs

Everything within the outpost has a price, and that price will always be on par with that of the standard goods and services found in the Player's Handbook although, instead of gold pieces, all costs are in ril crystals, with a conversion rate of 1 GP = 1 ril crystal, and anything that normally costs below a gold piece, should be 'upcharged' to a single ril.

Time Spent Within the Town

The mayor, Rutledge Cappa, a half-elf with a penchant for cleaning his nails with a silver stiletto, doesn't like 'loafers'. He utilizes his constables (all 10th level fighters with a regeneration ability of 25 HP per round) to make sure the characters don't stay within the town too long. He basically keeps a 'clock' on the players, greeting them kindly on Day 1, watching them suspiciously on Day 2, and then beginning to thwart their efforts to stay longer on Day 3 by hassling them each time they try to go to a shop, or intimidating the town NPCs that are dealing with the players. This attitude 'resets' each time the characters come and go from the outpost, assuming they spend at least a day outside the outpost or go to an outpost on a different floor.

Running Combat

There really shouldn't be a reason for combat within the town, and characters who attack NPCs will have four constables per character appear within 2 rounds. However, there can sometimes be another banner company within the outpost at the same time as the characters, and this could lead to a fight, which oddly the mayor allows without incident.

Telling the Story

The story of the outpost should be one with both familiarity and a distinctly foreign element. Remember, the town is an everchanging place, ever evolving to help suit the characters' needs. As you work within the town meeting NPCs and seeing shops, you need to have a vision of what you are trying to create here. This outpost is only as strong as what you put into it, and it can be the absolute key for the characters to survive to the end of this dungeon.

Once the characters enter the outpost, read the following: The doors open to the sound of many languages as great flaming braziers light cobblestone streets with a large dungeon vault, the ceiling of which is lost in the gathering shadows above the orange flames. People move within, children playing, and a cat watching as you move into the main thoroughfare. Barkers call out from shops, and the smell of spices and foods make your mouth water as you move into the passing throngs of folk moving about a market.

1. The Cold Dorm

This large single-story building hosts a sign depicting an angelic form overlooking a sleeping adventurer. The front door is fortified, and there are no windows in the structure. Inside, a main room hosts a number of mats around a central hearth, and several doors line the walls. The air is cool, and the fire is warm, and from somewhere within, gentle music plays.

Primary NPC

Melen Avara is the proprietor at the Cold Dorm. She is a blond-haired dwarf with a sweet attitude like that of a mother. She takes no 'guff' when it comes to her patrons and often fusses over those who look 'tired'.

Standard Rates:

Private Room: 10 ril per night
Common Room: 2 ril per night
Suite: 50 ril per night

2. The Quiet Forge

An open forge invites onlookers inside where pieces of armor and several blades hang. The furnace and billows work on their own accord, and a single orc female blacksmith hammers away on an anvil without making a sound.

Primary NPC

Buraah, the half-orc owner of the Quiet Forge isn't much to look at unless you like muscle. She's just as quiet as her forge, 'speaking' in sign language as her tongue was cut out long ago when she was young. She is fair and gets excited by 'named' magical items, gesturing and admiring them when she sees them.

Standard Rates:

Rates for weapons and armor are applied as normal from the Player's Handbook, and if you are using my weapon repair rules from The Storyteller's Arcana, those too can be applied within.

Goods

There are several items inside the shop that are either considered to be +1 or +2, especially more mundane items like shields, daggers, arrows, and small swords. Otherwise, there is a 20% chance a more exotic weapon or armor might be found with magical bonuses.

3. Tanner's Bar

Two windows decorate the front of this building, and the smell of food and drink flow out of the open shutters. Inside, several round tables offer a place to sit while a polished bar surrounds the door to the kitchen. Bottles with all manner of colorful liquids rest on shelves behind the bar.

One thing to keep in mind is that I've put an expansive list of foods below so that you could customize the food to the specific outpost setting; thus, the island would have fish options, a drow settlement would have exotic fair, etc., so not everything would be on every menu.

Standard Rates:

All drinks are 1 ril per horn/flagon, and 5 ril per bottle.

Breakfast:

Plain 1 ril, Standard 2 ril, Elaborate 5 ril
Plain (rice pudding, toast, cheese)
Plain (porridge, toast, cheese)
Plain (toasted oats, goat's milk, cheese)
Standard (boiled rice with a raw egg, ginger tea, celery sticks)
Plain (cold fish stew, toast, cheese)
Elaborate (eggs, ham, toast, dried seaweed strips)
Elaborate (eggs, fish, cornbread, honey bun)
Elaborate (eggs, ham, toast, gravy, sweet bun)
Elaborate (eggs, fried fish fillet, toast, salted pork, sweet wine)
Elaborate (chili-spiced scrambled eggs, batter-fried fish fillet, dark banana bread, honey-brewed ale)

Lunch/Dinner:

Plain 2 ril, Standard 4 ril, Elaborate 6 ril
Plain (pan-fried tomatoes, breakfast bacon, bread & honey butter)
Plain (pan-fried potatoes, breakfast ham, bread & honey butter)
Local (unidentified 'meat of the day', hard bread & curdled milk)
Standard (pork & chicken fried rice, chicken broth soup, sliced carrots)
Plain (fried banana mash, duck flank, rye bread & twice churned butter)
Plain (melon slices, roast chicken, bread & honey butter)
Elaborate (boiled yams, rabbit stew, soft loaf & cane butter)
Elaborate (deep-sea tuna stew, roasted tomatoes, soft loaf & twice churned butter)
Elaborate (sweet potato, ham stew, soft loaf & cane butter)
Elaborate (grilled squid with lemon and butter, gazelle flank in tangy gravy, soft loaf of wheat bread, slice of dwarf berry pie)
Outsider (fish stew, green cheese, soldier's wheat bread)
Elaborate (grilled eggplant, fish stew, soft loaf & sugar butter coat)

Supper:

Plain 4 ril, Standard 6 ril, Elaborate 10 ril
Plain (chicken legs, hard corn rolls & bacon gravy, fruit of the day)
Plain (pan-fried fish fillet, hard rolls & gravy, fruit of the day)
Local (deep-fried grubs, hard rolls & tangy red gravy, apple pie)
Standard (seaweed-wrapped fish, white rice bowl, island fruits)
Standard (chicken cutlets on wooden spears, hot mustard dipping sauce, deep-fried carrots)
Outsider (mammoth steak, cup of tangy beans, pan-fried bread wedges, cinnamon-topped apple pie)
Plain (fish stew, hard rolls & mango jelly, bowl of olives)
Plain (catch of the day, hard rolls & gravy, bread pudding)
Elaborate (mountain bull fillet, grilled shrimp, buttered back yams, soft loaf, coca iced cream)
Elaborate (3 lamb chops with sweet mango chutney, cup of olives, diced cabbage with honey-vinegar dressing, soft loaf, fig pudding)
Elaborate (fresh catch of the day, corn meal cates, butter squash, soft loaf, hot jungle berry pie)
Elaborate (wild boar cutlet, cup of sauced beans, pan-fried potato slices, soft loaf, hot fruit pie)
Elaborate (whale stew with potatoes, cheddar-sprinkled biscuits, chilled island melons, alegio chocolate rum)

Primary NPC

Tanner Thorn is a stout halfling with a love of dice and rum. His rum is said to be some of the best in the New Kingdoms, or so he boasts to his patrons. He enjoys throwing the bones with patrons and also loves serving up heaping plates of food, which he makes himself.

4. Seven Sisters

A lavender building, replete with a central garden and surrounded by a low wall, greets adventurers. A number of 'house' banners have been placed around the garden, and a slight breeze flutters their fabric as it carries the scent of perfume out into the commons.

Primary NPC

Tarus of High Falls is a lovely and effeminate grey elf who runs the Seven Sisters. He loves discussing the finer things in life, leisure, gardening, and gods and goddesses of beauty. He is also excellent at finding just the right 'partner' for an evening with his patrons.

Rates:

Massage (Common Room): 1 ril
Bath (Common Room): 2 ril
Private Massage & Bath: 5 ril
Private Room Session (Hour): 10 ril
Private Room Nightly: 30 ril
Add another companion: 3 ril hourly, 15 ril nightly.

5. Boltac's Trading House

All manner of mundane dungeoneering goods, including a smattering of +1 magical blades and arrows, as well as copper gloves.

Primary NPC

Boltac, the portly human with a balding head and a quick smile, runs this shop. He will often buy any goods the characters want to trade in, switching them out for ril crystals, but he always does so at ½ their standard value.

Intriguing Item: Boltac has several sets of copper gloves, ranging from supple leather backed with copper plates to full copper gauntlets. Whatever type of glove one purchases, at a price of 1,000 ril crystals, the wearer's armor class improves by 1 (and they can be worn by any class and add to any type of armor or defensive accouterment).

6. Rune and Barter

This structure looks to be a natural growing tree or bush that has formed into a circular building. Among the leaves hang silvered chains with rune decorations dangling from them. Motes of light, like fireflies, glow in the interior.

Primary NPC

Molva Silvernose is a handsome young gnome with sharp blue eyes and a pointed blond beard. He is known for telling jokes (usually involving puns) and cutting a good price on his goods.

Standard Items:

All manner of Rune Stones, scrolls, magical tomes, and children's toys can be found here.

Rune Stones (similar to scrolls, but can be used by any class) typically have 1 spell laid into them that can be used in a single casting and are no higher than 6th level.

7. Helpful Cloak

This small, single-story shop is painted light green and has an open front with racks of fine cloaks, robes, hoods, and capes. All such goods are on racks, with finer items being behind glass cases just beyond the inner counter.

Primary NPC

Shelva the Old is a human woman of ancient years, bent and broken by her trade (weaving) and the passage of time. She still has clear eyes, however, and although hard of hearing, works her 'magic' on making incredible cloaks for those who come to her shop.

Standard Items:

Her cloaks and robes typically have special abjuration magic versus certain elements (5 to 10 points of elemental protection damage per turn). They are priced like a Cloak of Protection (either +1 or +2 depending on level of protection). Elemental protections include Salamander Wool (Fire), Yeti Fur (Cold), Manta Skin (Lightning), Displacement, Protection, Viper Skin (Poison).

8. Fable's Place

This small shop is set against the back wall of the bazaar, and a placard hanging over the door shows an image of a man in armor fighting a mighty monster. The door is small and circular, much like a halfling home, with a brass knob at the center.

Primary NPC

Fable is a shit-stirring quasit that escaped from his summoner master long ago. Now he uses the arts of his former master to create a small area for combat between random monsters and clients. He does this for pure entertainment, and participating in such a fight costs the character nothing. The primary purpose of this shop is to allow characters to have one-on-one combats with DM-determined monsters for extra ril and experience, assuming any character needs such things.

9. The Mechanic Shop

This small bookshop has details on *Infernal Machines*, including dark purposes, summoning powers, and magical distribution amid the hundreds of books concerning monster races, flora, and fauna.

Primary NPC

Delvis the Tinkerer is a thin little human of middling years. He wears thick glasses and has a helmet with a candle set into it for lighting. He is friendly but particular if players don't look like they 'belong' in a bookshop.

Standard Items:

Anyone with an Intelligence of 15 or more will recognize several tomes dedicated to magical machines and their purposes. Each tome sells for 300 ril, but they provide the character with the ability to manipulate the *Infernal Machine* throughout the later dungeon. 1d4 such tomes can be found at any time.

Mini-Adventure CRK B4



The bender threat is something very palpable in the Nameless Realms, especially after the current age. I've worked with the concepts of these creatures and the threats they pose to my world for more than 20 years, and in this adventure, I deliver a bit of salvation, not only to the characters but also to the world in general. Still, what is discovered in this mini-adventure will not save the world from its ultimate doom, but it will provide the characters with a means to combat benders on a more even playing field, something that is rarely found. However, the characters will be required to put this little piece of the mystery together (and even if they don't 'get it' right now, they can always come back to this mini-dungeon later and collect what is required, so keep that in mind).

1. Primary Purpose: Provide the characters with information on the strengths and weaknesses (if any) of more advanced benders.
2. Secondary Purpose: Secure experience before setting into Folio #24, while collecting 'pieces' of the chaos material to be forged into a weapon later in the campaign.
3. Time for Running: This module will typically be run after the events of Folio #23, but likely before Folio #24. Although the characters would have been introduced to the bender presence in other adventures in the series, this begins to show the more advanced benders, which will appear at the end of the campaign.

Utilizing the Chaos Material

When a more powerful bender is destroyed (no easy task), it leaves behind a residue of sorts of its presence in this world. For all intents and purposes, the bender will almost shatter once killed, leaving behind a mixture of grey dust and flakes of what might be considered bone. The dust and bone flakes are two key ingredients that can be smelted together with steel to create weapons that bypass the natural laws of the bender's inherent defenses (magical weapons to hit, and thus nullifying the magical draining effect on magical weapons). Each bender in this mini-adventure leaves behind enough material to create a shortsword-sized weapon, and if combined, obviously larger weapons (2 benders for a long/broadsword type or hammer or mace, while 3 would be needed for a two-handed sword, etc.). It will be at the DM's discretion how and what weapons can be created as there could be a dozen arrows, two spears, or daggers, etc., so just try to be fair in utilizing these materials.

Telling the Story

This is a story about combat with an unspeakable terror. The bender presence within the pocket dimensional space of the Kasbah Dungeon is something that is a true threat to the Nameless Realms (and will eventually take it to the brink of extinction). It will be up to the characters to thwart this menace in Folio #24 & #25, but the essence of this adventure will be about trying to understand what the purpose of the benders is (they have none other than being creatures of pure chaos) and realizing that they are incredibly difficult to destroy (or even hurt). So, it is paramount that the DM tells the story of a creature that is both terrible and frustrating to the characters, but also take into account that these are chaos beings, and their way of thinking doesn't have to make sense. They can simply walk away from a battle, or destroy and consume a single magic item and then disappear. Certainly, the point of this adventure isn't to kill players, but instead give them food for thought, scare them, and help prepare them for the horrors that are to come.

1. The Pillared Entry Hall

A massive hall opens before you, some ninety feet across and seventy feet deep. The room is filled with white marble pillars that cast odd shadows around the room as torches flicker on the walls.

There are five exits to this chamber other than the double door entrance. The eastern wall holds a single door made of wood and fastened with bronze, and at the southeast, a stone door is set with an iron cross and chain lever to open it. The southern wall contains two deep blue crystal doors, while the southwest door is set at an angle and made of polished wood set with twinkling crystals, and finally, a black marble door with gold inlays on the western wall.

No enemies can be found in this room; it is simply a grand entry into the lair of the five bender-kin.

2. The Triangle Temple of the Damned

Upon entry, a smaller triangular vestibule surrounds the single door. Ten feet farther in, the room opens up into a large triangle that is flanked by black pillars down the walls that draw the eye to a great black basalt throne at the room's far eastern wall. Chains hang from the murky darkness of the ceiling, and the floor is covered in a sticky liquid that is likely congealed blood. Light is seemingly drawn into the black pillars, only leaving a dull red aura that makes the room seem oppressive and hot.

This is the lair of the skin beast, a bender-kin that has become fixated with the covering of living thing's muscles and internal flesh. It has developed a method with which it can employ its otherworldly magic to 'shift' the skin of a victim, pulling it oddly around muscles and bone while causing extreme agony and disfigurement. Currently the creature, no larger than a man, is hanging in the chains in the murk of the ceiling, slowly consuming the vital live elemental energy (soul) of a victim. When the characters enter, there is a 3 in 6 chance that some of the victim's blood will splatter on their shoulders or heads as they pass beneath. Once the characters are fully in the room, the skin beast will begin 'shifting' the flesh of those below, being perfectly content to stay within this forced shadow some twenty feet above the characters' heads.

Skin Beast, Bender-Kin [AC -1, HD 16, HP 96, #Att 2, Dam (Slam) 2-12, Skin Shift (Save vs Spell or take 3-36 points of damage and permanently lose 1-4 points of Charisma), +2 or better weapon to hit, 35% Magic Resistance. EXP: 9,230]

TREASURE
None

Skin Beast, Bender-Kin [AC 21, HD 16d10+48, HP 128, Initiative +5, #AT 2, Hit +9, Dam Slam 10 (2d6+4), Stealth +7, Multiattack (2 Slams), Skin Shift [Recharge 5-6] (DC 18 Constitution take 18 (2d12) damage and lose 2 (1d4) points of Charisma permanently), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves)]

STR: 18 (+4) INT: 15 (+2) WIS: 15 (+2) CON: 16 (+3) DEX: 15 (+2) CHA: 8 (-1)

CR: 13 EXP: 10,000 Type: Medium Aberration

2A. The Treasure of Hearts

This large thirty-by-twenty rectangular chamber is covered with stone shelves. Each long shelf drips with blood, and hearts of various sizes have been placed and stacked all over the stone. The floor has a blood groove in it that drains to some unknown port in the central floor.

Each heart holds a 100 GP gem of various kinds (sapphire, ruby, emerald, etc.), but otherwise, the chamber is empty of threat or treasure.

2B. The Treasure of Minds

The chamber is large and made of dark stone. Marble shelves line the walls, most completely covered with stacks of brains. Odd runes, nothing seen in this world, have been scratched in the stone floor.

The brains are useless and without value, but there are some broken weapons and armor in the corners, and there are still 1,000 GP in silver and gold among the gear although all magic has been stripped away.

3. The Shrine of the Bloodied Men

Four sandstone pillars flank an altar of jade that carries the weight of seven skinned bodies. Blood pools around the altar, and a dull yellow aura surrounds the entire scene.

This is the disposal chamber of the flaying bender-kin, a beast of razor claws that takes enjoyment from precisely removing skin from the surrounding tissue. A trained cleric might notice the precision of the skinning if they investigate the bodies. Otherwise, the room is empty, and the aura seems to be something other than any magic that can be detected by the party.

Secret Door

There are 2 secret doors located on either side of the altar. Both are of standard chance to find, (1 in 6) [DC 18 Perception].

4. The Skinning Room

Blood coats the floor of this dark stone chamber, and the walls are a menagerie of human and humanoid skins woven into a mad design without rhyme or reason. At the center of the chamber, a dark form is hunched over, seemingly hard at work.

This is the chamber of the flaying bender-kin, and it will gibber to itself as the characters enter. Once they approach within 10 feet, it will flick out its long claws and a yellow aura will surround it before it attacks.

Flaying Bender-Kin [AC -2, HD 17, HP 102, #Att 3, Dam (Claw) 2-12, Yellow Aura (Save vs Spell or be under the effects of a Slow spell on any successful hit), +2 or better weapon to hit, 35% Magic Resistance. EXP: 10,770]

TREASURE
None

Playing Bender-Kin [AC 21, HD 17d10+68, HP 153, Initiative +5, #AT 3, Hit +9, Dam Claw 12 (3d6+4), Stealth +7, Multiattack (3 Claws), Yellow Aura (DC 18 Wisdom or be under the effects of a Slow spell after any successful attack), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves).]

STR: 18 (+4) INT: 15 (+2) WIS: 15 (+2) CON: 18 (+4) DEX: 15 (+2) CHA: 8 (-1)

CR: 13 EXP: 10,000 Type: Medium Aberration

5. The Odd Hall of Odd Reflection

The door opens without protest, providing a good view of an oddly angled chamber that cuts an edgy swath some sixty feet into the amber stone of the walls. Shining silver panels, almost like shattered shards of glass, are fastened to the walls with iron spikes, and light reflects and plays while casting shadows and reflections all about the chamber.

The reflection and light play in the chamber make fighting here very difficult. Anyone attempting combat will be at -2 on all attack rolls. The warp bender-kin will be in this room as the characters enter although its blending body will be incredibly difficult to detect. It is blind, and senses the living energy (Positive Elemental Energy) of living beings and utilizes this in a form of heat vision. It does not suffer any negatives from the make-up of the room during combat. Its special ability is something called 'Knitter', and it can conjoin living flesh by warping reality and meshing flesh it touches in a single round. This effect will cause victims to become Siamese Twins, effectively, until a Remove Curse, Heal, or other such high-level magic can be used to separate them.

Warp Bender-Kin [AC -1, HD 17, HP 102, #Att 3, Dam (Claw) 2–12, Living Sense (+2 on all attacks vs. living creatures), Knitter (if two enemies are within 5' of each other, the bender can attack each once. If both attacks hit, the bender 'stitches' the victims together, conjoining their flesh), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves)]

TREASURE
None

Warp Bender-Kin [AC 21, HD 17d10+68, HP 153, Initiative +5, #AT 3, Hit +9, Dam Claw 12 (3d6+4), Stealth +7, Multiattack (3 Claws), Living Sense (+2 to attack all living creatures), Knitter (if two enemies are within 5' of each other, the bender can attack each once. If both attacks hit, the bender 'stitches' the victims together, conjoining their flesh), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves)]

STR: 18 (+4) INT: 15 (+2) WIS: 15 (+2) CON: 18 (+4) DEX: 15 (+2) CHA: 8 (-1)

CR: 13 EXP: 10,000 Type: Medium Aberration

Secret Door

There is a very well concealed secret door in the room, anyone searching has only a 1 in 10 chance to discover it [DC 22 Perception]. Standard racial bonuses apply.

6. Secret Room of Warped Bodies

The room is a mess of flesh, all of it covered in a sickly yellow aura that seems to prevent both decomposition and smell. It is as if a master weaver had been in the room, but instead of using fabric, they created a 'thing' of humanoid body parts, almost making a ten-by-ten sculpture in the center of the chamber.

There is very little of value here, but anyone laying eyes on the sculpture will have to make a saving throw vs. spell [DC 19 Wisdom] or become 'shaken' for the next few days. Anytime a horrific scene or event unfolds for the character who fails the save, they will suffer a -2 on all attack rolls and a 25% spell failure for 1–6 rounds.

7. Pool of Stars and Fire Circles

A large octagonal vault opens up before you, the walls made of blue glass, and the ceiling seemingly open to the night sky. Swirling hoops of fire dance high about near the night sky, casting strange honeyed shadows on the interior. A twenty-foot-square pool is set into the center of the room, its lip polished alabaster, with four long alabaster benches surrounding it.

This is the lair of the observer bender-kin. It delights in the aspects of elements, especially water and fire, but does not consume them. Instead, it preys on the life force (Positive Energy) from living things, sucking them dry with a verve not unlike a dog chewing a juicy bone. When the creature attacks, as it is a humanoid shape taking on the form of a dead-eyed woman with crazy white hair, it will leap on a target, sink its teeth into it (armor or no), and suck life energy at a terrible rate. It is strong and can grapple with the best of them, so getting it off before it consumes a victim is extremely difficult. However, there is a chance, 25% per round, that the bender becomes distracted by the water of the pool or the fire circles above and simple stares at them with its dead eyes as an absent smile settles over its face. This can go on for rounds, depending on your rolls, and it will make no attempt to defend itself while distracted.

Observer Bender-Kin [AC -1, HD 18, HP 108, #Att 3, Dam (Bite) 1–10, Draw Essence (Each successful bite attack will draw 1–4 points of Constitution from the victim.), +2 or better weapon to hit, 35% Magic Resistance. EXP: 9,340]

TREASURE
None

Observer Bender-Kin [AC 21, HD 18d10+54, HP 144, Initiative +5, #AT 2, Hit +9, Dam Bite 8 (1d8+4), Stealth +7, Multiattack (2 Bite), Draw Essence (Each successful bite attack will draw 2 (1d4) Constitution from the victim.), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves)]

STR: 18 (+4) INT: 15 (+2) WIS: 15 (+2) CON: 16 (+3) DEX: 15 (+2) CHA: 8 (-1)

CR: 13 EXP: 10,000 Type: Medium Aberration

Secret Door

There is a secret door within the chamber with a (1 in 6) [DC 18 Perception] standard chance to detect.

7A. Hole of Eternity

This chamber is dark, and darker still against the southern 'wall' as a swirling mass of nothing almost moans before you. It is cold, and your breath is drawn into the depths as though pulled from you.

This is the Hole of Eternity, a tiny, almost imperceptible rip in the fabric of the Prime Plane, beyond the Negative Elemental Plane, and finally a pinprick into the realm of the benders. Anyone drawing within 5' of the hole will be drawn in and lost irrevocably, but just opening the door will allow the characters to know that this is something better left alone.

8. Chamber of Nature

The door opens and the almost oppressive moisture of a heavy woodland scene washes over you. A half-dozen trees and a hundred plants are packed into this twenty-foot-square chamber, giving the appearance of a dense northern forest.

A door is set into the southern wall and looks like the side of a tree. It is locked with a master lock within the wooden frame that has a -25% to Open Locks [DC 20] but is not trapped.

There are no enemies here, as this is one of the contemplation zones of Dulcet Midnight, the spiritual bender-kin.

9. Chamber of Air/Sky

A sense of intense vertigo strikes as you open the door and a blast of cold wind whips at you. The chamber beyond is painted a faint blue, and there is no floor or ceiling that can be discerned, just a foreboding sense of being in the open sky.

Twenty feet across from the door, another door is set into the southern wall but is hard to detect because of the painting, 3 in 6 chance [DC 16 Perception]. It, too, is locked with a master locking mechanism set within the stone of frame, -25% Open Locks [DC 20]. Again, there are no enemies here, but the party must figure out how to cross the span as dropping into it will cause an 'infinite fall' (a portal opens some 50 feet below to the Elemental Plane of Air from which there is no escape (Basically, although it might be a cool adventure to be saved on the Plane of Air by something, just saying).

10. Chamber of Earth (Tunnels)

The door opens up into a musty earthen chamber. The walls look to have been carved by an animal of some type, and rock debris is scattered across the floor. To the east, a passage of the same make stretches into darkness. A single door to the southeast of the room steams with an icy mist, and frost can be seen on the exterior.

There are two ice doors, and both are locked like the others in this complex, -25% Open Locks [DC 20], but the fire door at the end of the east-by-northeast hall is not locked.

Again, there is nothing lethal in this passage, but detecting one of the two secret doors is key; otherwise, they will not be able to find the Dulcet Midnight's quiet corridor.

Secret Doors

Two well-hidden doors are in the southern walls of the corridor, (1 in 8) [DC 20], and each leads into the quiet corridor of the Dulcet Midnight.

11. Room of Ice

The edges around the door crack and shards of ice trickle down as you open the portal. Within, the air is almost thick and breathing is difficult. Seemingly, bits of snow hang in the dense air, and the entire chamber is covered in frost and light snow.

Other than getting too damn cold within this room, there is nothing that can hurt the players.

12. Flame Mouth

Oppressive heat can be felt as you approach this dark stone door. The edges of the frame shimmer with light, and smoke slowly trickles out on the earthen floor.

If anyone opens the door, a blast of heat will strike them, causing 3–18 [9 (3d6)] damage. After the initial blast of heat, the room cools enough to be viewed, but inside is nothing but hard clay-baked earth with runes of fire all over the walls.

There is nothing of value in this chamber.

13. The Dulcet Chamber

The wall panel slides open, revealing a dimly lit room with honey-white walls and a single naked humanoid figure standing in the center of the room. The person's skin is the color of the walls, as is their hair that hangs well past their trim waist. From your position at the door, it is impossible to fully determine the creature's sex.

Secret Door

The entrance to this chamber is of standard chance, 1 in 6 [DC 18 Perception], to find, so keep that in mind. Once the door is discovered, you can read the room description above.

This is the Dulcet Midnight, a bender-kin that could be considered a 'Beast of Elemental Consumption' although it does not truly consume anything other than magic. This bender will not move as it is in a dream-state in which it wanders the halls of its abode sampling the elements that it has captured here. However, if anything magic comes within 10 feet of it, the item must make a saving throw with a target of 10 (minus the plus of the item) or be drained of all its magic (this includes magical items). Any spell cast on the Dulcet Midnight opens a channeling conduit between the bender and the caster, draining 1 spell slot per point of damage done by the spell (yes, this means a damaging spell that does 35 points would take away 35 levels of spells from the caster, no save). If ALL the caster's spell slots are drained, the caster will be without spells for 1–6 days before they recover their connection to the magical world around them. As this creature is immune to all mundane attacks, it makes defeating it VERY difficult, but at least it doesn't attack, so I guess the characters have that going for them.

Dulcet Midnight, Bender-Kin [AC -1, HD 15, HP 90, #Att -, Dam (None), Draw Magic (see above), +2 or better weapon to hit, 35% Magic Resistance. EXP: 9,340]

TREASURE None

Dulcet Midnight, Bender-Kin [AC 21, HD 15d8+54, HP 104, Initiative +5, #AT -, Hit -, Dam None, Multiattack (2 Bite), Draw Magic (see above), Damage Immunity (nonmagical weapons), Magic Resistance (Advantage on all saves)]

STR: 18 (+4) INT: 15 (+2) WIS: 15 (+2) CON: 16 (+3) DEX: 15 (+2) CHA: 8 (-1)

CR: 13 EXP: 10,000 Type: Medium Aberration

Mini-Adventure CRK B5



The interesting angle of this adventure is that it is set in a 'lost' version of Daern Kelton (Roslof Keep) as in it was lost to the corruption of dark monsters. This is an alternate reality 'pocket' created by the Shard in which she utilizes memories collected from the corrupted 'zombies' during the initial Roslof Keep campaign. She has recreated a ruined Daern Kelton in which the players will enter upon opening an Amber Door. This means the characters will essentially be 'away' from the dungeon, giving them a chance to stretch their legs on a different kind of adventure.

1. Primary Purpose: Give characters the ability to 'exit' the dungeon for a period, fighting creatures in different settings.
2. Secondary Purpose: Providing another glimpse of the bender threat, in that it is not only threatening the Shard but has the ability to now corrupt the monsters the Shard generates.
3. Time for Running: This module will typically be run after the events of Folio #24, but can be run anytime between Folio #23 and Folio #25.

The Scarab Beetle Scenario

The Broken Scarab is a lure to draw the characters into Daern Kelton. When the adventure begins and the characters step through the Amber Door, an apparition of the Shard, somehow darker than normal and with a madness and corruption about her, appears and offers the characters a glowing blue scarab beetle brooch. She whispers, 'This is the key to returning to the dungeon, and without it, you will find this pocket world no true home for anyone...' before shuddering and crumbling over, her form blurring out until only her hand and brooch can be seen.

A dark hand materializes and reaches for the brooch, but she throws it, the beetle flying away into the city before 'bursting' into three glowing balls that disappear into the town. This 'key' item has been broken into three parts, and within the city, they fall into one of the 'greater' structures of the Daern, forcing the characters to locate them (via whatever means they like—a detect item spell or similar will save the characters a lot of leg work and needless fighting) if they wish to leave the extra-dimensional scenario. Once all three pieces have been recovered, they can be reconnected into a single beetle and placed on the Amber Door that stands on the outskirts of town, instantly returning the characters to the Kasbah Dungeon.

Bender Corruption

There are a lot of standard creatures in this mini-adventure that are considered 'bender-corrupted'. All will have the following special abilities because of that corruption, on top of whatever abilities they normally have.

Anti-Magic

They are all considered to be 25% magic resistance [advantage vs. spells].
+2 or better weapon to hit [damage immunity to nonmagical weapons].

Regeneration

They heal 3 hit points per round.

Building Encounter Zones

Below, I've provided basic descriptions of the various places that the scarab beetle could be in hiding, but I haven't provided maps for each as the overall adventure is based around the town map of Daern Kelton. So, this means if you want to utilize a map for each encounter point (instead of just doing a battle in the area without visual help), then you will need to build your own encounter map for each point of interest on the map, so keep this in mind.

Telling the Story

One thing to keep in mind with this scenario is that (the hopefully familiar) Daern Kelton has been turned into a shattered ruin of darkness. There should be burned and tortured bodies all about, some with signs of fungal growth that has been burned out of them. This is meant to be a 'hide and seek' game in which the players move about the ruined streets hoping to discover the pieces of the scarab while they avoid the biggest enemy in the scenario, a towering cyclops that has been 'touched' by bender power, making him nearly impossible to kill. So, keep the tension up, make characters sneak about as they can, and encourage quick thinking and planning to avoid the powerful creature as it searches about the ruins for new prey. By the time this adventure is over, it should be clear to the characters that the bender threat has indeed begun to threaten the Shard and that the bender's horrible power is bleeding over into the monsters the Shard creates for the dungeon.

The Cyclops

The greatest threat within this module is a giant 'bender-touched' cyclops that is lurking around Daern Kelton, always watching the streets and listening for anything that is out of the ordinary (a DM could run the creature as kind of A Quiet Place beast; the characters will have to stay quiet or draw his attention). He is more than twenty-five feet tall, and his already legendary characteristics have been increased by the benders that are now bleeding into the dungeon. It should be quickly made apparent that he is NOT to be trifled with unless the characters are really looking for a fight that could claim the lives of some of their members. The DM might provide a 'survivor', perhaps one of the old Roslof banner company members the characters know and trust to tell them they should stay clear. This NPC might also be cool to 'run' with, perhaps he leads a group of survivors that live in the sewers, etc., if you are looking for even more of a distraction away from the dungeon.

Cyclops, Greater (Bender-Corrupted) [AC -4, HD 15 + 1–8 Hit Points, HP 96, #Att 1, Dam (Slam) 7–42, Immune to Fire, 25% Magic Resistance. EXP: 9,720]

TREASURE None

Cyclops, Greater (Bender-Corrupted) [AC 20, HD 16d12+80, HP 176, Initiative +5, #AT 2, Hit +9, Dam Greatclub 19 (3d8+6), Multiattack (2 Greatclub), Fire Immunity, Magic Resistance (Advantage on all saves)]

STR: 22 (+6) INT: 20 (+5) WIS: 15 (+2) CON: 20 (+5) DEX: 11 (-) CHA: 10 (-)

CR: 8 EXP: 3,900 Type: Huge Giant

1.

The Windmill

This bleak structure still somehow slowly turns as the ash-laden wind blows across the southern edge of Daern Kelton.

The windmill is an interesting place in this adventure because (as seen in Folio #2) it was the home of the gnomish smith Dolbin Longnose. If the DM so chooses, he could still have Dolbin in residence, having cast a silence over his forge as he attempts to create a weapon with which the 'resistance' might be able to slay the cyclops. In this fashion, the characters might have completed the events of CRK B4The 5 Champions of Hate and possess materials in which Dolbin can not only create a weapon that will bypass bender armor but also make it 'of quality' which will help characters' hit and damage. If the DM is not choosing to utilize this option, then the mill will be empty, save for a few scattered weapons (several of which are +1 nonmagic) and several bags of milled grain.

2. The Abandoned Temple

The temple ruin is of black stone with flecks of copper ore that give it an otherworldly nature. As it has always been a ruin, not much has changed, with stone walls cracked and fallen in the main sanctuary and one of two large obelisks leaning against the double altar. Ancient runes, all in the dialects of the Nuban Empire, are etched into the stonework, some on steps, some on walls, and those emblazoned with copper are in the circular symbol that hangs above the altar.

Gnoll Pack, (Bender-Corrupted) [AC 5, HD 2, HP 12, #Att 1, Dam (Glaive) 1–12. EXP: 212]

TREASURE
None

Gnoll Pack, (Bender-Corrupted) [AC 15, HD 9d8+9, HP 49, Initiative +2, #AT 2, Hit +5, Dam Glaive 8 (1d10+3), Multiattack (2 Glaive), Rampage (after reducing an opponent to zero hit points, it can move and make a bite attack 5 (1d4+3))]

STR: 16 (+3) INT: 8 (-1) WIS: 11 (-) CON: 13 (+1) DEX: 14 (+2) CHA: 9 (-1)

CR: 2 EXP: 450 Type: Medium Humanoid

3. The Highway Bazaar

At the center of the old High Street and Roslof Grand Avenue, this market is flanked by The Fleetwood House, The Company Major Inn, Mercenary Garrison, and the House of Silk and Honey Brothel. Although stalls still remain half-intact, and goods are scattered haphazardly among the settled ash, the place is all but abandoned. Somehow, the bands of enchanted lights that hung above and across the central crossroads still glimmer dimly, and to the north, the sound of water can still be heard splashing from the Roslof Fountain.

There are two clay golems that lurk near the fountain, their dead eyes watching the crossroads for any sign of activity. Any player moving about the bazaar draws their attention, and they will begin moving to attack. Items in the bazaar have all been drained of their power or destroyed although there are still bits of gold and silver there, and a half-hour search will uncover 250 gold pieces in base treasure.

Clay Golems [AC 7, HD 11, HP 50, #Att 1, Dam (Slam) 3–30, Damage Immunity (can only be struck by bludgeoning weapons), Haste (once the clay golem hits a target, it is hasted for the next 3 rounds, doubling its attack. This functions only once per day.) EXP: 4212]

TREASURE
None

Clay Golem [AC 14, HD 14d10+56, HP 133, Initiative +2, #AT 2, Hit +8, Dam Slam 16 (2d10+5), Multiattack (2 Slam), Acid Absorption (gains hit points caused by acid damage), Berserk (if less than 60 HP, attacks any creature close to it), Magic Resistance (advantage on spell saves), Haste [Recharge 5–6] (+2 AC, Slam attacks as bonus action)]

STR: 20 (+5) INT: 3 (-4) WIS: 8 (-1) CON: 18 (+4) DEX: 9 (-1) CHA: 1 (-5)

CR: 9 EXP: 5,000 Type: Large Construct

4. The Tower of Justice

The large square tower remains although a large chunk of it has been destroyed near the upper bailey. The amber arrow, once spanning three stories of the tower and facing the crossroads, has been defaced, splashed with black paint and now heavily crusted with ash.

The main entrance of the tower houses a single fire giant. He has taken refuge here from the cyclops and isn't looking for a fight. This was the only structure that would hold him as the main entrance of the tower is thirty by thirty feet, with a twenty-five-foot vaulted ceiling, and has double doors. Horse stalls were once the main purpose of this entry level, but the giant has destroyed them, utilizing the wood for fires and the straw as a large sleeping mat.

His name is Forman Magmadoom, and if the characters can convince him, he would help them take on the cyclops.

Fire Giant [AC 3, HD 12, HP 72, #Att 1, Dam (Greatsword) 5–30. EXP: 3,113]

TREASURE
None

Fire Giant [AC 18, HD 13d12+78, HP 162, Initiative +2, #AT 2, Hit +11, Dam Greatsword 28 (6d6+7), Multiattack (2 Sword)]

STR: 25 (+7) INT: 10 (-) WIS: 14 (+2) CON: 23 (+6) DEX: 9 (-1) CHA: 13 (+1)

CR: 9 EXP: 5,000 Type: Huge Giant

5. The Fleetwood House

The walled compound of the Fleetwood House has been mostly destroyed, the iron gate torn from its holdings. The house itself is half-collapsed, and the roof has been completely torn off. Smoke still rises from one of the out-buildings, likely the small stable.

There is nothing within the house, but if you want to populate it, and have the map provided in The Complete Roslof Keep campaign book, you certainly could.

6. The House of Silk and Honey

The once majestic House of Silk and Honey has seen better days. The famed second-story balcony has collapsed into the street, leaving the façade sad and depleted. The entry doors, once polished bronze, are missing, leaving a gaping hole into the dark interior.

The interior is dark and filled with webs and shadows. Various hangings screen rooms that were once used for various indiscretions, but now, only the ghosts of fallen ladies of the night remain. Once the characters have entered the main room of the first floor, the ghosts will stir, whispering from the various rooms before they drift forward, looking to bring the living to their side of the veil.

Ghosts, (Bender-Corrupted) [AC 0 (or 8), HD 10, HP 50, #Att 1, Dam (Necrotic Touch) 1–8, Etherealness (cannot be attacked except by force while in the ethereal plane), Horrifying Visage (save vs. magic or flee in panic for 2–12 turns, or if failed by more than 5, age 10–40 years). EXP: 2,897]

TREASURE
None

Ghosts, Bender-Corrupted [AC 11, HD 10d8, HP 45, Initiative +2, #AT 1, Hit +5, Dam Withering Touch 17 (4d6+3), Etherealness (can't be effected while ethereal), Horrifying Visage (DC 13 Wisdom or frightened for 1 minute (if save missed by more than 5, age 1d4x10 years), Possession [Recharge 6] (DC 13 Charisma or become possessed by the ghost)]

STR: 7 (-2) INT: 10 (-) WIS: 12 (+1) CON: 10 (-) DEX: 13 (+1) CHA: 17 (+3)

CR: 4 EXP: 1,100 Type: Medium Undead

7. The Knobby End

The streets narrow, and a feeling of dark claustrophobia settles in as buildings tend to almost lean over the top of the cobbled avenues. Although never a place to find yourself after nightfall, even in the hazy day the ash here seems heavier, and shadows linger throughout.

As the characters enter, they will feel a chill in the air and note that frost has settled in places among the ash. After three rounds, they will discover an alley in which the ash is thicker, and within it, a remorhaz slumbers, awakened by the characters moving through the ash. Its heat will bloom as it rises from the ashes, ready to attack.

Remorhaz, Bender-Corrupted [AC 0, HD 14, HP 82, #Att 1, Dam (Bite) 6–36, Swallow Whole (on a natural 20), Heat (when angered, its back glows hot, causing all nonmagical weapons to melt, and causing 10–100 points of damage if touched). EXP: 3,398]

TREASURE
None

Remorhaz, (Bender-Corrupted) [AC 17, HD 17d12+85, HP 195, Initiative +4, #AT 1, Hit +11, Dam Bite 40 (6d10+7), Swallow (if bite hits a medium or smaller creature, it is swallowed, taking 21 (6d6) acid damage), Heated Body (any melee attack or being within 5 feet takes 10 (3d6) fire damage)]

STR: 24 (+7) INT: 4 (-3) WIS: 10 (-) CON: 21 (+5) DEX: 13 (+1) CHA: 5 (-3)

CR: 11 EXP: 7,200 Type: Huge Monstrosity

8. The Company Major Inn

Once the finest inn between the Citadel of Ketton and Perlout of the Tall Ships, this massive structure now rests abandoned at the crossroads. Its crimson-stained roof is fractured in two places, and the heavy front door hangs from its hinges, but otherwise, the building is intact.

Within the building, the main hall of the inn was once a giant tavern. Much of the floor is intact, but in some places, the interior has collapsed to the wine cellar below. As the characters move in, the floor will creak, and this will awaken a sleeping bullet in the cellar. It will rise up, making for a perfect 'shark attack' moment, pulling a character 'below the surface' of the floor.

Bulette, Bender-Corrupted [AC -2, HD 9, HP 56, #Att 3, Dam (Claw/Claw/Bite) 3–18/3–18/4–48. EXP: 1,490]

TREASURE
None

Bulette, (Bender-Corrupted) [AC 17, HD 9d10+45, HP 94, Initiative +2, #AT 1, Hit +7, Dam Bite 30 (4d12+4), Deadly Leap (when blasting out of the floor, characters in a 15 ft. area must make a DC 16 Strength save or be knocked prone and take 14 (3d6+4) bludgeoning, and 14 (3d6+4) slashing damage)]

STR: 19 (+4) INT: 2 (-4) WIS: 10 (-) CON: 21 (+5) DEX: 11 (-) CHA: 5 (-3)

CR: 5 EXP: 1,800 Type: Large Monstrosity

9. Mercenary Garrison

Standing to the east of the Fleetwood house, the yellow tile roof of this heavy stone building has somehow managed to stay intact. The structure itself consists of four smaller buildings that abut a larger square tower of five levels. The stones on the exterior seem to have taken some burn damage, and are blackened, but the bronze door is still standing to the main entry, and dark murder hole windows stare down at the street.

Although no monsters dwell within this building, it could be another place of refuge for the survivors, some of which might be utilizing the cellar and spying on the town through the tower.

10. Wayfarer Temple

Once a bastion for worship within the Daern, the rectangular positioned pillars of the temple have mostly collapsed, and the angelic statue at the eastern edge defaced with black paint, tar, and repeated blade attacks. Ash covers the entire structure, and there are several dung mounds as though the cyclops has been using the area as a latrine.

Within, a corrupted ettin hides behind one of the dung piles waiting to ambush prey.

Ettin, (Bender-Corrupted) [AC 3, HD 10, HP 60, #Att 2, Dam (Battleaxe & Morningstar) 3–18. EXP: 970]

TREASURE
None

Ettin, (Bender-Corrupted) [AC 12, HD 10d10+30, HP 85, Initiative +2, #AT 2, Hit +7, Dam Battleaxe & Morningstar 14 (2d8+5), Multiattack (1 Battleaxe/1 Morningstar)]

STR: 21 (+5) INT: 6 (-2) WIS: 10 (-) CON: 17 (+3) DEX: 8 (-1) CHA: 8 (-1)

CR: 4 EXP: 1,100 Type: Large Giant

11. Apartment House

Nested at the entrance of the Knobby End, this large tenement building remains mostly intact, only the eastern end of the main structure having collapsed from some massive attack. The twin western tower buildings still rise three stories over the surrounding streets, and the heart of the building, the main stair and entry, can still be seen through the gloomy, ash-ridden opening that faces old Roslof Keep.

This is another empty structure when it comes to enemies although there is a possibility that gnolls could be looting rooms within at any point (3 in 6). If gnolls are present, there will be six of them, and you should utilize stats from the Abandoned Temple.

12. Water Clock

Set across from the Abandoned Temple, this single tower is built next to the town mill. A single bridge separates the two main town structures, and the waterwheel still slowly turns as the course of the Eastwash still drifts lazily along that edge of town. The clock tower is intact, the hands still showing the time amid the haze of dust that drifts through the air.

A bender-corrupted water elemental has taken up residence in the area, claiming the mill, tower, and bridge as its domain. It will rise from any water source close to passing characters and attack, attempting to draw victims into the Eastwash and drown them while pummeling other characters still on dry land.

Water Elemental, (Bender-Corrupted) [AC 2, HD 16, HP 96, #Att 1, Dam (Slam) 5–30. Drown (on a successful hit, the target is pulled below the surface of the water, beginning the drowning process), +1 or better weapon to hit. EXP: 4,212]

TREASURE
None

Water Elemental, (Bender-Corrupted) [AC 14, HD 16d10+72, HP 152, Initiative +2, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Multiattack (2 Slam), Whelm [Recharge 4–6] (DC 15 Strength or target takes 13 (2d8+4) and begins the drowning process)]

STR: 18 (+4) INT: 5 (-3) WIS: 10 (-) CON: 18 (+4) DEX: 14 (+2) CHA: 8 (-1)

CR: 5 EXP: 1,800 Type: Large Elemental

13. The Grand Playhouse

Situated on the southern edge of town, this large three-story 'round' provides excellent views of the Eastwash, Southwash, and the Farmer's Bridge.

The western side of the building has collapsed, creating a shaded and rubble-strewn 'entrance' that looks upon the inner main stage still set with decorations from the final performance before the cataclysm.

A bender-corrupted vampire lurks within, utilizing the shadows and ashen sky to stalk even in the transient light of day. If possible, he will attempt to charm characters, hoping to draw them into the playhouse for 'rest and safety', only to then kill them as he pleases.

Vampire, (Bender-Corrupted) [AC 1, HD 9, HP 63, #Att 3, Dam (Claw/Claw/Bite) 5–10/5–10/2–12, Charm (as spell and 9th level caster, 3/day), Regeneration (3 hit points per round), +1 or better weapon to hit, Gaseous Form, Wolf Form, Bat Form (all 4/day), Vulnerability (Sunlight or Wooden Stake to heart (AC -2)). EXP: 10,512]

TREASURE
None

Vampire, (Bender-Corrupted) [AC 16, HD 17d8+68, HP 144, Initiative +14, #AT 2, Hit +9, Dam Unarmed Strike 8 (1d8+4), Multiattack (2 Unarmed or 1 Unarmed/1Bite), Grapple (Escape DC 18) Misty Escape, Legendary Resistance (succeed on three saves a day), Regeneration (20 hit points), Spider Climb, Vampire Weakness (Sunlight & Wood), Bite Attack (7 (1d6+4) piercing plus 10 (3d6) necrotic. The opponents hit point maximum is reduced by the necrotic total, if slain, they become a vampire spawn), Charm (DC 17 Wisdom (one humanoid) within 30'), Children of the Night (1/day can call 2d4 swarms of bats or rats)]

STR: 18 (+4) INT: 17 (+3) WIS: 15 (+2) CON: 18 (+4) DEX: 18 (+4) CHA: 18 (+4)

CR: 13 EXP: 10,000 Type: Medium Undead

Mini-Adventure CRK 3.5



This mini-adventure is something that is very special to me because it allowed me to expand further into the dungeon that helped launch The Folio. I'd always wondered if there was 'more' to the story, more exploration, more monsters, and, of course, more treasure. The events that unfold in this mini give the characters a little taste of the mysterious (and yet unknown) 7th level of the Roslof Keep Dungeon. They will, of course, not be allowed to venture further into the level (that is for a later Folio), but they will be well aware that 'something' exists beyond the double-locked doors, and I'm sure that will keep them very interested in continuing the story that by this point would have made them all rather epic characters.

- 1. Primary Purpose:** Provide the characters with another option in dealing with the death spell plaguing the Kasbah Dungeon.
- 2. Secondary Purpose:** Secure experience and knowledge for a return trip to the hereto unknown 7th level of the Roslof Keep Dungeon.
- 3. Time for Running:** This module will typically be run during the events of Folio #23 as an aside, allowing the characters a 'path back' to the Tiefon Kasbah where they can better deal with the agents working against them with the death spell of the dungeon.

Rules of the 7th Level

Unlike the Kasbah Dungeon, there are no 'costs' involved in opening doors here, and there are no colored doors. It is more a basic concept: open door, get monster. However, there are going to be three possible 'exits' to this entry that the characters will not yet be allowed to take: one being the double lock/double doors, an adamantine door on the eastern side of the 'square' that forms the entry, and a secret door along the western hall of the square. The adamantine door will have no lock and simply resemble a wall of metal; however, when the 7th level is full opened, it will disappear. The secret door is more complicated. If the characters discover it, they will have the opportunity to open it, but anyone who walks beyond the entry will be instantly teleported back to the main entry across from Room 1. They can see murky darkness beyond, but only to about 10 feet. There is obviously a hall, but to this point, they cannot take it (but again, it will become 'open' once the 7th level is truly unlocked).

Telling the Story

Okay, so this one can be kind of difficult if you haven't had experience with the Roslof Keep Dungeon. If you haven't, then this probably isn't a side adventure that the characters should be taking, but if they have, then this will be a nostalgic trip and certainly something that will interest them greatly. The DM should utilize knowledge and clues of the Roslof Dungeon that the players should recognize, and remember, Folio #23 is also a 'clone' of a Roslof level, so that might come into play as a 'link' that the party will already be onto. Whatever the case, it should be made clear there is more to this 7th level that they just can't get to yet because they don't have the correct key (found in the 6th level of the Kasbah Dungeon).

The 7th Level

Room 1

Hall of Slithering Forms: The floor is a mass of writhing white grubs amid tattered human clothing. Small holes about the size of a man's finger cover the ceiling, and grubs fall at a steady pace from most of them.

The grubs are rot grubs and will bore into any living flesh they come in contact with. There is no easy way to pass without burning a path into the room. The holes in the ceiling also constantly rain new grubs down on the characters passing below.

This room is more about irritating the characters, forcing them to do damage to themselves, and figuring out this ingenious way to get over to the door of Room 1A.

Infinite Rot Grubs [AC 9, HD –, HP 1 hit point, #Att 0, Dam Special, Heart Burrower (victim of a successful hit dies in 1–3 turns unless fire is immediately placed on the grub, doing 1–6 points of flame damage to the victim) EXP: 6 (each)]

TREASURE
None

Infinite Rot Grubs [AC 11, HD 1d4, HP 2, Initiative +2, #AT 1, Hit +1, Dam Bite 1 (1d3), Heart Burrower (DC 13 Constitution save EACH round after a successful hit or drop to zero hit points, unless flame is used on the grub, doing 3 (1d6) heat damage to the victim)]

STR: 1 (-5) INT: 1 (-5) WIS: 1 (-5) CON: 10 (-) DEX: 8 (-1) CHA: 1 (-5)

CR: 0 EXP: 5 Type: Tiny Beast

Room 1A Lair of the Crown

A beautiful golden crown inlaid with mithril and gems sits atop a pedestal in this odd triangular room. Tapestries cover the walls, each in a rich and deep blue. The pedestal is made of polished white marble, as is the floor, and light is provided by some magical means that illuminates the ceiling.

The golden crown is actually a mimic, and anyone attempting to place the item on their head will have their head bitten off (or at least attempted to be bitten off), or if they simply pick it up, the mimic will wait to see if the character will place it on their head before adhering to them and attacking with its pseudopod.

Greater Mimic [AC 6, HD 13, HP 52, #Att 1, Dam (Bite/Pseudopod) 4–18, Glue (Hold fast once touched), Surprise (4 in 6). EXP: 4,886]

TREASURE
Hidden within the chamber under a loose floor tile (1 in 6) [DC 17 Perception] is the real crown, worth around 15,000 GP

Greater Mimic [AC 14, HD 13d8+39, HP 91, Initiative +3, #AT 1, Hit +6, Dam Pseudopod 9 (1d10+4), Bite 9 (1d10+4), Stealth +5, Adhesive (Escape DC 15), Grappler (At advantage on attack rolls to grapple creature)]

STR: 18 (+4) INT: 5 (-3) WIS: 13 (+1) CON: 16 (+3) DEX: 12 (+1) CHA: 8 (-1)

CR: 3 EXP: 700 Type: Medium Monstrosity

Room 2 Broken Prophet

A gibbering man in a tattered toga squats in a corner whispering madly to himself. He says things like, “I saw the truth!” “They are coming!” “Nothing can forestall the darkness!” The room itself is nearly a 30’ square, and the walls are made of a dull ashen stone with dark ‘blotches’ of black, some the size of a wagon.

If approached, he will scream and a vortex will appear that sucks him in as a bender kin comes out into the room. The benders should be something the characters are familiar with at this point: multi-eyed, black-skinned, and incredibly lethal as most weapons in this world have absolutely no effect on them.

Bender Kin [AC -7, HD 15, HP 90, #Att 3/1, Dam (Hammer) 4–16, Magic Resistance: 75%, Void Hammer (each hit from the black ‘hammer’ requires a saving throw vs. paralyzation or be stunned for 2 rounds), +3 or better weapon to hit. EXP: 7,000]

TREASURE
None

Bender Kin [AC 23, HD 15d12+75, HP 165, Initiative +6, #AT 3, Hit +9, Dam Void Hammer 17 (4d6+5), Multiattack (3 Hammer), Void Hammer (DC 15 Constitution or be stunned for 2 rounds), Magic Immunity (Spells below 8th level do not work against this creature), Damage Immunity (nonmagical weapons)]

STR: 20 (+5) INT: 13 (+1) WIS: 13 (+1) CON: 20 (+5) DEX: 15 (+2) CHA: 6 (-2)

CR: 10 EXP: 5,900 Type: Large Aberration

Room 3 Cat of Nine Tails

A cat with nine tails sits on a pedestal licking its amber paw with a cup full of marbles next to it. The chamber is large and made of grey stone. Two tapestries, each depicting a forest scene, hang on the north and east walls while the pedestal is half-covered with a crimson silk cloth.

If approached, it causes a game of dice to appear before the character. Roll 3d6 and if you get a higher total than the cat, one of its tails disappears, but if your roll is lower, the character is turned into a marble in the cup next to it (no saving throw).

This is an unbelievably dangerous game, and each roll of the dice is worth 10,000 EXP [1,000 EXP]. This will depend completely on luck, as there is a 50/50 chance of either the cat or the character winning a roll. Spells can be employed that provide bonuses to the roll (Bless +1 to the roll, etc., and the characters are encouraged to be creative!). The cat will not be annoyed by this as it will simply lick its paw and wait.

If ALL the cat’s tails disappear, then it will knock the marble container off the pedestal, shattering the marbles and releasing the trapped characters. No matter if you failed or passed a roll, the Experience Points are kept by the characters (although if all characters are turned to marbles, then this won’t matter).

Room 4 Whispering Soul Chamber

This room is nearly thirty feet wide and forty feet deep at the farthest point from the door. A set of half a dozen chairs are cast about the floor of the room, some smashed beyond repair, and two unlit braziers have been overturned near the western wall.

Within the chamber, currently ethereal, are ten unique spirits called frost form ghosts. They are haunts that channel the icy nature of the afterlife into a deadly touch. They each appear to be well-dressed nobles although ice has corrupted their features. They are dressed in garb to attend a party or performance of some type, and half are male and half are female.

Once characters enter the room, the temperature drops until they can see their breath, and then the ghosts will appear, hoping to draw heat from their victims. The more damage they do, the more they become ‘human’, the ice melting away. If, by chance, although doubtful, a spirit manages to do 48 points of frost damage, it is returned to its life self, raised by the warmth, and breaks down into tears of joy. It becomes a neutral good NPC noble that will go with the party until it has an opportunity to escape the dungeon.

10 Frost Form Ghosts [AC 7, HD 8, HP 48, #Att 1, Dam (Frost Touch) 1–8, Cold Presence (anyone attacking the ghost in melee will take 2–8 cold damage on a successful hit), Ethereal Form (50% miss chance with non-force attacks). EXP: 1,876 (each)]

TREASURE
None

10 Frost Form Ghosts [AC 13, HD 8d8+16, HP 40, Initiative +2, #AT 1, Hit +5, Dam Frost Touch 7 (1d8+3), Cold Presence (all successful melee attacks against a ghost suffer 4 (2d4) cold damage), Ethereal Form (all non-force-based attacks are at disadvantage)]

STR: 10 (-) INT: 10 (-) WIS: 10 (-) CON: 14 (+2) DEX: 16 (+3) CHA: 8 (-1)

CR: 2 EXP: 450 Type: Medium Undead

Secret Door

There is a secret door in this hall with a standard chance to find, (1 in 6) [DC 18 Perception]. If the door is discovered, the party may open the door but will find that an azure glow forbids them from moving more than 10 feet down the hall. The hall is dark, and no light passes beyond the 10-foot mark.

Room 5 Hall of Feasts

A massive table, some twenty feet long, rests in the center of this room and is covered with all manner of food and wine. The smell of the consumables is almost overwhelming, and one could be reminded of the ambrosia of the gods, the feast so succulent and inviting. Three silver chandeliers hang over the table, and the dark walls are decorated with mosaic inlays that depict great feasts set in the forest being consumed by magical creatures.

The meal is enchanted, of course, and anyone looking at it (or even smelling it) will have to make a saving throw vs. spells [DC 15 Wisdom] or sit down to eat. Everyone seated will need to make a Constitution roll each turn. If they roll under their Constitution, they are fine, but if they miss the roll, their Constitution is lowered by one (for the duration of the feast), and this is cumulative. However, the first character to roll a Natural 20 ends the feast, and all players are fully healed and with full spells unless they have died due to Constitution loss.

Room 6 Shrine of Invocations

Four black basalt pillars flank the bronze double door entry into this chamber. Resting close to the eastern wall is a stone table set with burning candles and decorated with glyphs all along the perimeter. High above, the vaulted ceiling has been painted to depict a night sky, and the clouds in the upper reaches seem to almost move.

Any character with the ability to cast spells (including rangers, paladins, etc.) will hear a voice in their heads asking them to take a step toward the stone table. If they take a step forward (they don’t have to), they will be required to make three successive spellcasting prime requisite rolls. (i.e. for a ranger, they would need to roll beneath their Wisdom on three rolls of a d20) [DC 10 against their spellcasting prime requisite including proficiency bonus]. This is considered to be a ‘Test of Sorcery’, the characters answering some faith, arcane, or wilderness, etc. series of questions that only they can hear. If they pass the test, they gain an additional spell slot of their choice (any level). If they fail the test, they lose 10,000 Experience Points [1,000 Experience Points] per point they missed the roll by.

Room 7 Stone Clubber

The bulk of the center of this thirty-foot cube of a room is dominated by a great stone humanoid with a featureless face and two massive trunks instead of hands. Light from a single glowing orb above the creature’s head illuminates the interior with a bronze glow, and hundreds, if not thousands, of copper coins are spread all over the marble floor.

The golem will attack anyone who enters the chamber, and anyone attempting to fight it will be at a -1 to all melee attacks because of the shifting copper coins under their feet. However, when the golem is destroyed, it will fall to pieces, revealing a fire diamond (red glowing diamond worth 10,000 GP or three times that to a master alchemist).

Stone Golem Clubber [AC 5, HD 10, HP 60, #Att 1, Dam (Club Arms) 3–24, Slow (any opponents in the golem's front zone, within 1", every other melee round are affected by a Slow spell (save vs. spell)), God's Hammer (The golem can strike with both its arms every other round (opposite the Slow spell) and do 6–48 points on an attack.) EXP: 2,790]

TREASURE
10,000 GP

Stone Golem Clubber [AC 17, HD 17d10+85, HP 178, Initiative +4, #AT 2, Hit +10, Dam Club Arm Slam 19 (3d8+6), Multiattack (2 Slams), Magic Resistance (at advantage on spells), Slow [Recharge 5–6] (DC 17 Wisdom or under the effects of a slow spell), God's Hammer [Recharge 3–6] (can do double damage (30 (6d8+6)) on one of its slam attacks)]

STR: 22 (+6) INT: 3 (-4) WIS: 11 (-) CON: 20 (+5) DEX: 9 (-1) CHA: 1 (-5)

CR: 10 EXP: 5,900 Type Large Construct

Room 8 Red Room

The black stone walls of this chamber are almost completely obscured by crimson runes, some larger than a man, while others are only discernable at a very close range. The area smells of brimstone, and the floor and ceiling have a spongy quality that deadens all sound.

This is a chamber of crimson runes, each depicting a month of the calendar year. Roll a d12 to determine in which month the characters were born, then roll a d12 three times. If any of the rolls match the month a character was born, the characters gain 10,000 [1,000] Experience Points.

There is no threat in this room, it is simply to give the characters an idea of in what month they were born.

Room 9 Treasure Room

Twelve great chests, each the size of a hand-drawn cart, are open in this chamber, and silver and copper coins spill from them. Amid the lesser coinage, gems twinkle, as does gold. Here and there, the glow of a magic item can also be made out, their aura providing light to the chamber.

The chests are all open, and there are no traps in this room. The sum total of treasure is as follows: 11,000 GP, 27,000 SP, 3300 PP, (120) gems worth (50 GP each), +2 Sword (Flametongue), +2 Elven Chain, Rod of Lordly Might, Pearl of Wisdom, Wand of Magic Missiles, and a Cloak of Elvenkind.

The sword's type, as well as the size of the elven chain, can be determined by the DM, as can the charges on the Rod and the Wand.

Room 10 Seven Spinning Discs

Seven silver discs, each the size of a man's head, hang in mid-air in the room, slowly spinning and giving off a hissing sound. The room is otherwise made of simple grey stone although the vault of the ceiling is decorated with polished wooden beams that cross over the discs in a geometric pattern.

Each disc is attuned to one of the four elements—air (1), fire (2), water (3), earth (4)—which you can determine utilizing a d4. Anyone drawing with 5 feet of a disc will be 'struck' by an elemental discharge unless they too are attuned to the same element (dwarf, half-orc, gnome (earth), elf, half-elf, halfling (air), human (fire), any aquatic affiliated creature (water), a lizard creature would typically be earth, unless it has dragon blood, and then is attuned to the dragon's color for elemental determination. Whatever the case, the DM has final say, but should pre-establish the characters' natures before the room is entered). The elemental strike is 6–36 points of damage [18 (6d6)]; however, if the character is attuned, they 'take in' the elemental power and can hurl a discharge of the same power at an enemy at a later time. They get one discharge per disc they are attuned to that they 'collect', so it is possible that a character might leave the room with several elemental discharges in their back pocket. Once a disc has discharged (either by damage or by character collection), it falls to the floor with a ringing sound. Each disc is worth 100 GP and weighs 10 GP.

Room 11 Lord of Symbols

A humanoid figure sits on a white marble seat, his skin like polished onyx and his eyes glowing gold. All over his skin are golden runes. No overt light source is within the chamber, but your sight is clear. The walls are adorned with hangings, each decorated with a single golden rune.

The Lord of Symbols is effectively a Master of Autumn (level 14 monk) with the power to utilize the runes on his flesh as a means of combat. He is incredibly dangerous and will attack anyone who enters his 'lair'.

Lord of Symbols [AC -1, HD 14, HP 42, #Att 3, Dam (Open Hand) 5–20, Martial Arts (4 attacks per round with fists), Symbol Casting (Once per round as a free action, the Lord of Symbols can enact a rune on his flesh, having one of the following effects, Heal, Fireball (4–40 damage), Haste, Major Globe of Invulnerability, Invisibility, Fear, Fumble. All these can be utilized only once per day.) EXP: 5,090]

TREASURE
None

Lord of Symbols [AC 21, HD 14d10+28, HP 98, Initiative +10, #AT 5, Hit +10, Dam Open Hand 9 (1d8+5), Martial Arts (can make 5 attacks per round for 14 rounds), Symbol Casting (Once per round as a free action, the Lord of Symbols can enact a rune on his flesh, having one of the following effects, Heal, Fireball (4–40 damage), Haste, Major Circle, Invisibility, Fear, Confusion. All these can be utilized only once per day.)]

STR: 14 (+2) INT: 13 (+1) WIS: 15 (+2) CON: 14 (+2) DEX: 20 (+5) CHA: 10 (-)

CR: 10 EXP: 5,900 Type: Medium Humanoid

Room 12 Chamber of 10 Pipes

Brass pipes run in a maze pattern all over the ceiling of this stone chamber, each shuddering and giving off steam. The heat within is palpable, and the sound of compressed air escaping provides a high-pitched whine. A slight covering of water rests in patches on the floor, and an occasional drip disturbs the surfaces of these pools.

This room is filled with steam spirits, a non-lethal type of lesser elemental that 'attaches' itself to the party, making clothes damp, fogging up glasses, wetting hair, and just making a character uncomfortable. The only way to get rid of one of the spirits is to strike a character that is 'infested' with a cold-damage spell, and the spirit will flee. To determine if a character that enters the room is infested, roll a d20 for each character. On a 5 or less, the character is infested; otherwise, they are fine. There is nothing of value in the room, and it is considered 'cleared' once the party enters and leaves, no matter the outcome of the spirits.

Amber Door

Between Room 12 and 8, there is an Amber Door at the end of the hall. This cannot be breached, even with an Amber Key, until the main double doors at Room 14 have been opened. Only then will the Amber Key work on this door.

Room 13 Sept of the Dulcet Rhythms

At the center of the room, within a yellow globe of light, a fiddle hangs in mid-air, and a bow draws lightly across its silver strings. Sad music accompanies the playing from all around the room. The walls are made of unadorned ashen stone with slight white veins of minerals winding through them.

Within the darkness is a human called the Mad Bard. He will leap at the party from the shadows (not a surprise attack, just shocking) and behind to sing a nonsense song as he draws out a glowing arc of light from his right hand (his Infinity Razor). Anyone hearing his song will be under his Charm influence (56%) and be affected by Otto's Irresistible Dance. He will then begin to dance with those affected, slicing at them with the Infinity Razor, then moving to the next victim. If there are characters unaffected, he will instead dance with them, skipping around them as they attack, slicing with this razor.

The Mad Bard [AC 3, HD 13, HP 70, #Att 1, Dam 1–6*, Infinity Razor (glowing arc of otherworldly power that acts as a Sword of Sharpness +2), Epic Dance (If the Mad Bard makes a Charm check (56%), he gets an extra attack). EXP: 4,760]

TREASURE
Ring of Charisma (+2 to the characters CHA attribute)

The Mad Bard [AC 17, HD 13d8+13, HP 21, Initiative +8, #AT 1, Hit +8, Dam Infinity Razor 7 (1d6+4), Performance +14, Infinity Razor (glowing arc of otherworldly power that acts as a Sword of Sharpness +2), Epic Dance (If the Mad Bard makes a perform check DC 18, he gets an extra attack per round.)]

STR: 12 (+1) INT: 14 (+2) WIS: 11 (-) CON: 13 (+1) DEX: 18 (+4) CHA: 20 (+5)

CR: 6 EXP: 2,300 Type: Medium Humanoid

Secret Door

A secret door is within this room with a standard chance to discover, (1 in 6) [DC 18 Perception]. It leads to the secret Treasure Room (Room 9).

Room 14 The Doors of the Two Keys

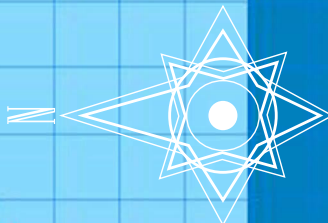
Two massive doors, each ten-foot-high, are set within the heavy stone wall. Each door is made of hardened bronze with adamantite fastenings. One door has a keyhole that is surrounded by green gemstones, and the other door has a similar keyhole with sapphires placed around it.

Without the Emerald Key, this door cannot be opened. The Emerald Key can be found in Folio #25.

Floor Traps

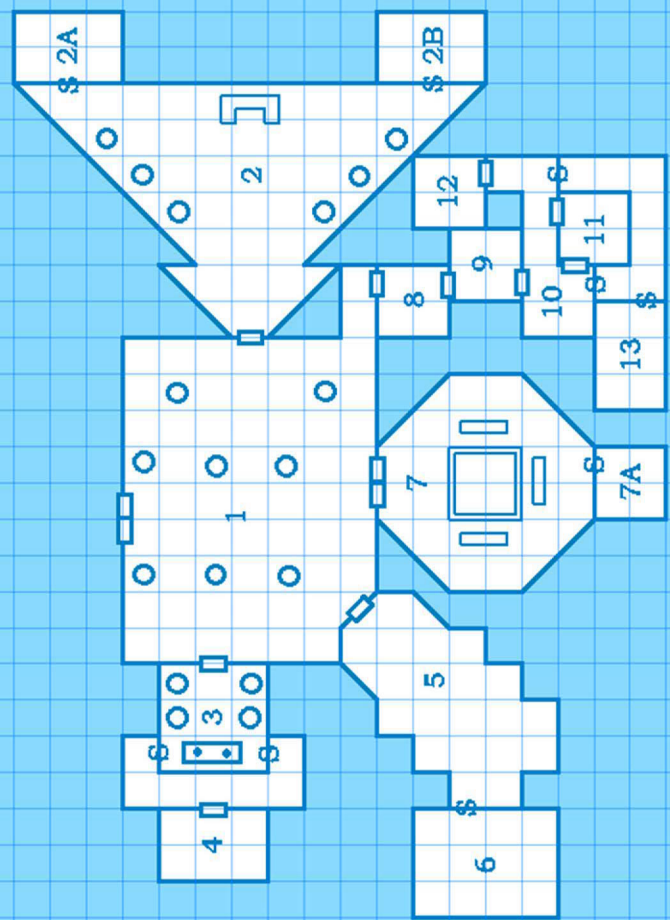
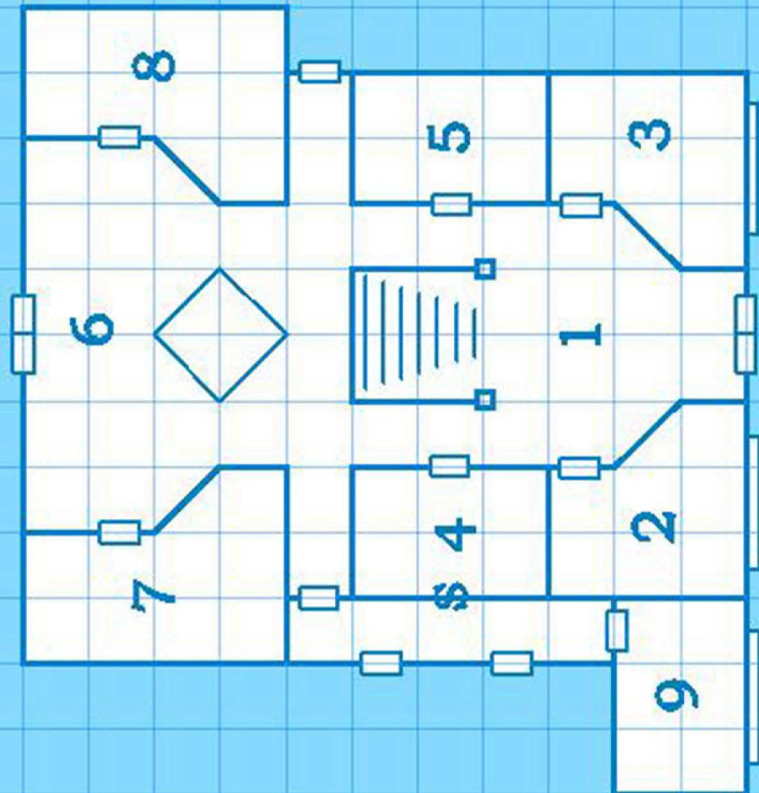
There are two floor traps located along the eastern hall of the square. Each is at -20% to Detect [DC 20 Perception]. The first two characters to enter the square will fall as the floor collapses into a flame pit, burning the characters for 6–36 [18 (6d6)] points of heat damage per round.





Door
Secret Door
Column

□ S ○

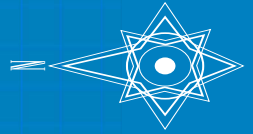
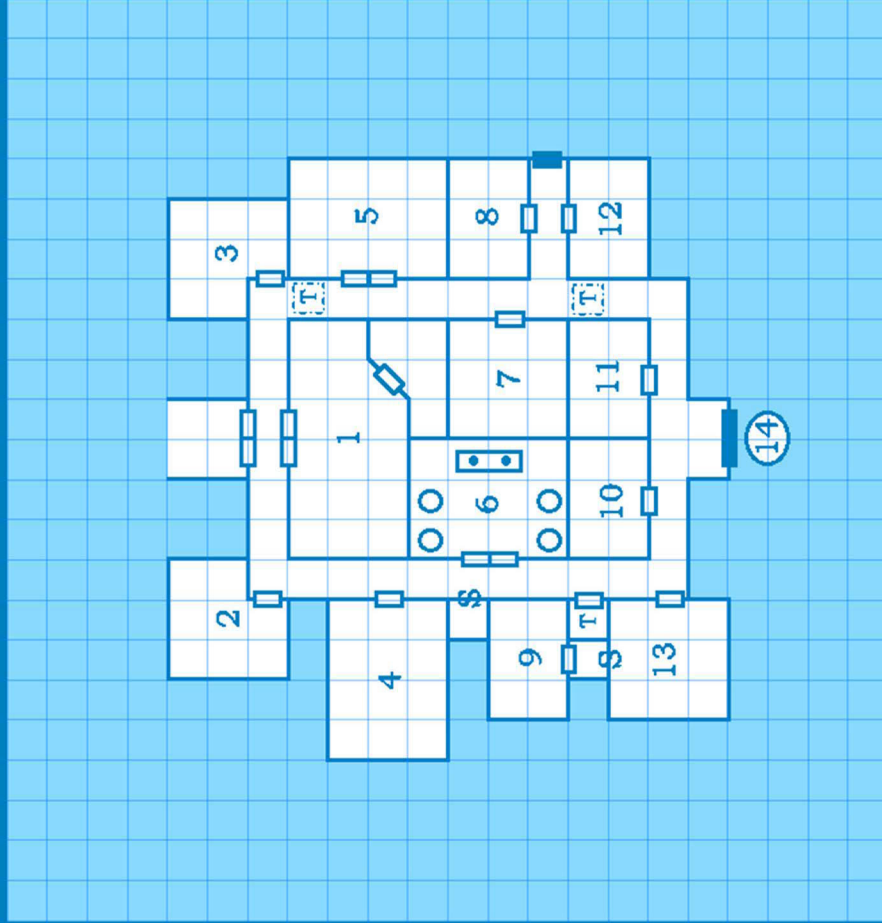


Roslof Keep

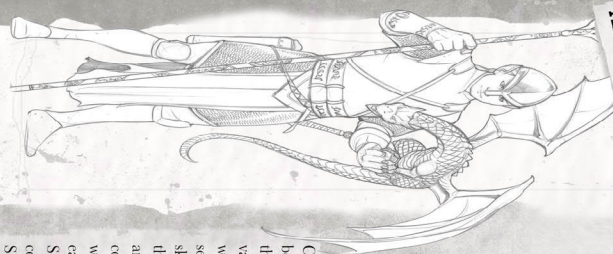
Fourth Age 3836

- 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

- 1. Traveler's Inn
- 2. House Aldemier
- 3. House Bri'ynn
- 4. House Narofo
- 5. House Fey'Brace
- 6. House Vora'ki
- 7. House Marung
- 8. Entrance
- 9. Tower of Light
- 10. Honest Blade Smithy
- 11. The Backpack Provision Store
- 12. Taux Trade House
- 13. Main keep
- 14. Wizard's Conclave Tower



Aklof Shadecoral



Class: Thief/Alchemist
Level: 7th/11th (Level Cap)
Alignment: Chaotic-evil
Patron Deity: Rilline, Rillind
HP: 63 AC: 1 (Cane + Ring)
Languages: Common, Elven

STR	14
DEX	10
CON	17
INT	16
WIS	13
CHA	14

Items:

Tribal +3 (w/ha high spell crit), Ring of Protection +2, Elven Chain +2, Traveling Goggles, Spellbook, Scarf, Hair, Backpack of Hiding (15K GP worth allowance), Dagger

Attack:

Tribal Hit +6, Damage +6 (Me 2/1)

Spells:

Standard Dev Prepared: 14/4/3/3/1
Mage-Alchemist, Sleep, Hold Person, Shield, 2nd Level Command Light, Invisible, Larceny, Secretly, 3rd Level Fireball, Fly, Protection from Evil III, 4th Level Clouds of Darkness, Wall of Ice, Massmorph, 5th Level Frostbrand, Any Water, Cure of Caid

Spell Slot: Spell Slot: 4 (1st), 4 (2nd), 4 (3rd), 3 (4th), 3 (5th)

Family:

Female Dragon

Age: Level 3 (subadult), HP 6, Color: Orange, MR: 30%, Transference: Aklof, Mage-Less, Level 6th, Dual Level 5th (spells per DMI)

Certainly the great bulk of humanity see dark elves as the most xenophobic and foreign of the elven race, but do not be fooled. Wave (Sea) elves are notorious for their harsh ways, and they can be as cruel and dangerous as the oceans they call home. As rare as an outcast dark elf is, even fewer wave elves leave their waters to go among the land and various terrestrial races of the world. Aklof Shadecoral is one of these oddities. Having forsaken all he knows to walk among the folk of the dry air, he was the last of his tribe and therefore had nowhere else to go. Still, he is of the sea, and is known to carry a damp scarf which he places over his mouth during long stretches of physical activity. His skin becomes dry and flaky if he doesn't bathe regularly, and his skin is easy to burn in the harsh light of the sun. All these things, however, have not stopped him from finding a home among the surface dwellers. His magic has created an avenue to make coin, and his prowess with a trident keeps him out of testing his skills in battle. These things, combined with his fierce dragon familiar, all paint a picture of a rather imposing and exotic soul. Such a descriptor would be laughed off by anyone calling Aklof a friend, as his personality is anything but dark. He is a jovial soul, easy to smile and hard to anger. This natural charisma is what drew Clarton to him when she was forming the Ivory Scimitar. When approached for membership, Aklof quickly accepted, knowing that his years of exile were countless which meant any new experience was one to be cherished while it lasted. Now, Aklof serves as the Ivory Scimitar's backup mage-user and rear guard, his purpose one he sees as vital to the survival of the company.

Elsa Clarton Moonlight



Class: Cleric **Level:** 11th
Alignment: Neutral Good
Patron Deity: Freya
HP: 60 AC: 7 (Plate + Shield)
Languages: Common

STR	12
DEX	10
CON	15
INT	10
WIS	17 (18)
CHA	14

Items:

Mace of Disruption +1, Plate +2, Shield +4, Ring of Protection +3, Winged Hammer, Gauntlets of Ogre Power, Ring of Wisdom

Attack:

Mace Hit +2, Damage +7, plus Shield, Hit +3, Damage +10

Weapons of Proficiency:

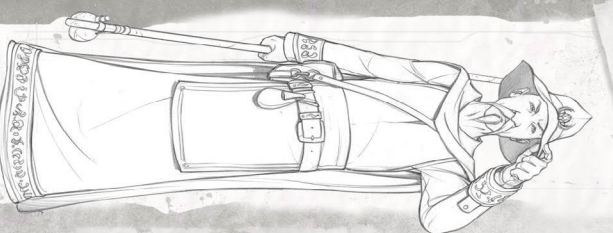
Mace, Hammer, Brawling (Fist, Shield, Bash)

Spell Slot: 7 (1st), 6 (2nd), 5 (3rd), 4 (4th), 2 (5th), 1 (6th)



Elsa Clarton Moonlight: Elsa is the youngest of three sisters born into a common family among the farmsteads of the Oakfield Province. Her eldest sister married young and inherited the family farm, while her middle sister, a flaxen haired beauty named Alceia accepted the calling into the church of Freya. It was here she learned the rights of being a Cleric began journeying into the wilds around Roslof Keep seeking to help adventures. One fateful day, inside a small dungeon of a notorious magic-user, she was killed. The loss of her sister struck Elsa to the core, and the swore that she would someday take her sister's place amid the clergy of Freya. Finding her youth behind, Elsa adopted the use of her middle name, Clarton, when she entered the service of the goddess of love and war. Her mentors were impressed with her tenacity and drive, seeing her love of her sister as a catalyst for her desire to destroy her enemies. By 18 she was a full-fledged war priestess, and by twenty she had been dispatched to serve the population of Roslof Keep where she joined the Company of the Ivory Scimitar and conquered Mithran's Labyrinth. During her tenure with the Ivory Scimitar, her skill in arms grew along with her faith, and she mastered the art of brawling (while taking on patrons of several community taverns) as well as the ability to utilize her shield as a weapon in combat. This ability provides Clarton with a kind of 'two-weapon fighting' skill, and along with the Gauntlets of Ogre Power she found inside the dungeon, she is not only a heavy spell-caster, but also a front line fighter. As the current leader of the Ivory Scimitar company, she is the one who related to the requests from Tielon for help in with this new living dungeon, and she has little doubt that one of the Shards of the Infernal Machine has taken root beneath that city. She hopes to bring peace to the dungeon through force of arms, while also spreading the faith of Freya to this distant city.

Almus of Far Zimbolay



Class: Mage-Less **Level:** 11th
Alignment: Lawful Neutral
Patron Deity: Hezate
HP: 38 AC: 3 (Oak & Ring)
Languages: Common, Dwarv, Old Black Speech

STR	12
DEX	10
CON	12
INT	17
WIS	13
CHA	8

Items:

Staff +1, 10th Caid of Protection +2, Dagger +3, Wand of Wonder (5th), Ring of Protection +2, Mage-Alchemist, 11th Level Spell, Kork, Rings, Spellbook, artifacts, the greatest, immortal, Kork, Korker, Caid, Support and support natural

Attack:

Staff Hit +1, Damage +1, Dagger Hit +3, Damage +3

Spells:

Standard Dev Prepared: 14/4/3/3/1
Level Mage-Alchemist, Dancing Lights, Detect Magic, Shield, 2nd Level Command Light, Flaming Sphere, Minor Image, Web, 3rd Level Lightning Bolt, Dispel Magic, Haste, Invisibility 10' Radius, 4th Level Charm Monster, Ice Storm, Fire Shield, 5th Level (Passwall, Any Water, Hold Monster)

Spell Slot: 4 (1st), 4 (2nd), 4 (3rd), 3 (4th), 3 (5th)



Zimbolay, ancient fallen kingdom and home to the Cities of the Opal Gates. Here, millennia ago, Wizards played god in the old Nublar Deserts, and their servants studied their arcane learnings to become powerful tome-givers. It is from these ancient magical bloodlines that the likes of Almus were born. Haunting from the slave city of Clarton, Almus bears the tattoos of the Cult of Light, and his magic reflects their practices. Still, knowledge is power, and his cult was small, so he decided at a young age to leave Zimbolay and seek power elsewhere. It was this magical lust that brought him to Taax and the Fire Coast. In that cursed city, he discovered many secrets, and found the Order of Towers ready to teach magically adept students. Still, he wasn't yet ready to join another guild, and so he traveled farther afield, following the seeds of rumor all the way to Oakfield and Roslof Keep. Once at the keep, he quickly found out that the banner companies weren't easily entered and so he spent a year studying, listening, and making allies among the locals. When he first heard that House Aldemmer was once again bringing out their standard, he decided it was time to act. He followed Clarton into the woods outside the keep in hopes she would find herself in need of assistance from someone with his arcane skillset. Instead, he was tracked and nearly killed by marauding goblins. He was saved by the monk Zen of No Words, who brought him back to the keep where he sought healing from the Church of Freya (at his insistence). Here, he finally encountered Clarton and although his attempts to get in her good graces where met with little success, Zen seemed to let it off with her easily. Weeks later, when Clarton asked Zen to join the company, Almus was there, having invested every moment in a friendship with the rather bland monk. Almus insisted if he were to join Clarton's company then, so too would Almus. Now, Almus has what he desires, a place in the banner companies, but he understands that as he gains power from his adventures, so too must he have a way to increase his arcane knowledge. To this end, he is leaning toward a place among the Order of the Towers, but as yet has not taken the leap.

Ealander Thornthistle



Class: Thief **Level:** 11th
Alignment: Neutral
Patron Deity: Pan
HP: 48 AC: 3 (10 Dex & Ring)
Languages: Common

STR	10
DEX	17
CON	12
INT	10
WIS	9
CHA	11

Items:

Traveling clothes, self, boots, ring of protection +3, short sword +2, family, handloom, dagger, various pockets, bag of holding, thieves tools

Attack:

Short Sword Hit +2, Damage +2

Thieving Skills: HP 125%, CL 102%, R/FT 90%, MS 124%, HS 124%, HN 49%, CW 99%, RL 70%



There are always 'those families', the odd ones, the ones with the black sheep syndrome. Well, in Oakshire Fair, home to dozens of halfling clans, the Thornthistles are the ones you need to steer clear of. Many whisper that they are mad, and they aren't exactly wrong as dementia, paranoia, and irrational anger are traits that the Thornthistle line has in abundance, especially as they age. Several generations of Thornthistles have been born with adventures in them, most retreating to lonely, if opulent, holes to live out their days in solitude away from the rest of the Fair. Ealander is the grandson of a female adventurer who managed to find a husband that didn't know better from Petlor of the Tall Ships. His father was the only offspring of that union, and traveled south to Taax seeking a fortune in the City of Cursed Stone. Although his adventures there were short lived, Ealander did spring from a union formed with a 'critified' halfling family. The young Ealander was raised in the Fair, although at arms-length from even the scout Handbooles, but nevertheless began wandering farther and farther from home as he grew. This wandering did little to help his reputation, but he didn't seem to mind, instead finding ways down to Roslof Keep where he sold his services as a scout to local adventures. When skills with various locks or even stealth were needed, Ealander would oblige, and his reputation among the locals grew until he was enlisted into the Company of the Ivory Scimitar, since joining the Company, he has served as dungeon scout, trap-finder, and all-around treasure seeker. His dexterity, grit, and seemingly fearless nature has served him well, though Clarton sometimes feels it will eventually lead to the young halfling's demise.

Gorm Grimshade

Class: Fighter
Level: 11th **Alignment:** Lawful/Neutral
Patron Deity: Clangedin Silverbeard
AC: 27 **HP:** 132 **Initiative:** -1

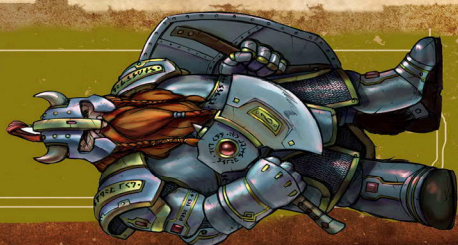
STR 18 (+4) **DEX** 10 (-) **CON** 17 (+3) **INT** 10 (-) **WIS** 11 (-) **CHA** 9 (-1)

Skills: Athletics, Perception, Insight, Strength, Survival, Wisdom (Perception) 14

Features & Traits:
Background: Soldier (Infantry)
Personality Traits: I'm full of inspiring and contrary tales from my military service.
Ideals: Responsibility. I do what I must and obey just authority.
Bond: I would lay down my life for the people I served with.
Flaws: I have little respect for anyone who is not a proven warrior.
Languages: Common

Actions:
Attack: +10
10 (D8+6), slashing
thrown, light

Items:
Plate Mail +2
Shield +2
Greatsword +2
Power Heals
boots, backpack



Gorm is a good dwarf, a sturdy and stout fellow with a love of whisky and pipe smoking, like most of his folk. Still, instead of working in a mine or as a crafter, he decided at an early age he wanted to travel the world and find some of the great treasures lost over the ages by his people. It was this thirst for lost relics that drew him first to Taux, and then the rumors of the ancient labyrinth below Roslof Keep to the far north of that city. Selling his services as a hired axe, he made his way to the Oakfield Province and went about working for caravan masters along the great trade road, occasionally taking forays into the woods around the keep in search of forgotten tombs and lesser dungeons. It was always his hope that he could eventually join one of the legendary banner companies of the keep, and so he would always return there to share stories of his forays with other hopeful adventurers. It was on one of these trips to the keep that he met Lington Stillwater, an even ranger who had recently been recruited by House Aldemier. Although from different worlds, the two quickly grew into fast friends, and Lington eventually pitched Gorm's name to Clarion who then turned it over to Lord Aldemier. Once entrenched in the Company of the Ivory Scimitar, Gorm has become their front line fighter. He blazes the way with the help of Clarion, the two forming the front rank as they take on the foes beneath the surface. It is Gorm's hope that he can eventually defeat the dungeon, claiming its greatest treasures for his people.

Lington Stillwater

Class: Ranger
Level: 12th **Alignment:** Neutral Good
Patron Deity: Erelan Ilseere
AC: 20 **HP:** 77 **Initiative:** +9

STR 13 (+1) **DEX** 20 (+5) **CON** 10 (+3) **INT** 11 (-) **WIS** 15 (+2) **CHA** 11 (-)

Skills: Athletics, Survival, Perception, Insight, Stealth, Nature, Tool Proficiencies: Flute, Passive Wisdom (Perception) 14

Features & Traits:
Background: Outlander (Forester)
Personality Traits: I am content by a waterfall that flows away from my home.
Ideals: Honor. I'll risk my life for my people.
Bond: My people are the most important things to me.
Flaws: I am slow to trust members of other races, even though it is my job to do so.
Languages: Common, Elven, Orc, Black Speech

Actions:
Attack: +9
10 (D8+6), piercing
Longsword +7 hit
7 (d8+3), slashing

Items:
Shortbow +1
24 Arrows +1
10 Arrows +2
Aldar's Lean Glass Longsword +2
Leather Armor +3
Clank of Protection +2
Six-Stringed Flute



Lington is an outcast, which is to say an elf that mingles with the likes of humans and other races. However, he's also a varden, meaning he has been given certain rights by his xenophobic people to interact with humanity and still be able to speak with his own kind, although he can no longer live among them. To silvan (wood) elf culture, Wardens are a necessary 'evil', a sacrifice some of their brave and adventurous people take on to act as intermediaries, diplomats, and traders with cultures outside their cloistered homes in the Stranger's Deep. Still young among his kind, Lington has fully embraced his job and adapted to human culture (which is why his people won't let him back in as they know the corruptive power of humankind). He spent several years patrolling the woods around Roslof Keep, and it was on one of his many walkabouts that he met Clarion Moonbright. She was a strong soul, very human in her nature, and instantly captivated him with her drive. They spent a year meeting in the woods around the keep until the day she was taken in by Lord Aldemier and made the head of the Ivory Scimitar. It was then that she asked Lington to join her. At first he balked at the invitation, but considering the nature of the dungeon, and its elven creator, he decided it would be in both he and his peoples, best interest to make a play for the prize in its depths. Since that day, Lington has tirelessly recruited for the company and his skills with hunting and a bow have come in handy, even below the surface.

Zem of No Winds

Class: Monk
Level: 12th **Alignment:** Lawful Good
Patron Deity: None
AC: 17 **DEX** +18 **HP:** 71 **Initiative:** +8

STR 17 (+3) **DEX** 18 (+4) **CON** 12 (+1) **INT** 13 (+1) **WIS** 16 (+3) **CHA** 17 (+3)

Skills: Athletics, Religion, Stealth, Insight, Tool Proficiencies: Herbalism Kit, Passive Perception (Wisdom) 14

Features & Traits:
Background: Hermit (Wanderer)
Personality Traits: I feel tremendous empathy for those who suffer.
Ideals: Greater Good. My gifts are meant to be shared with all.
Bond: I am still seeking enlightenment.
Flaws: Without my glasses, the world becomes blurred.
Languages: Common

Actions:
Attack: +9 Staff, 11 (D12+5), bludgeoning
hologramming
versatile

Items:
Staff +2
Robes, Mask of Seeing
Silk Pouch



Zem is an unfortunate son. Born to a lovely farming family, Zem dreamed of someday becoming a great warrior, but his eyes were too poor for much of anything save playing and animal care. So he spent his youth stumbling around his farm until the day he came across a blood-covered man leaning against a tree near the fields. The man spoke no common, and his look was that of a foreigner far beyond any border even the traders from Taux spoke of. Having a kind heart, Zem gave the man his lunch and brought him water. The stranger took the food, drank the water, nodded and then limped away. The next day the stranger returned, his terrible wounds miraculously healed and a staff in his hand. He approached Zem and bowed again before knocking his staff lightly against the one Zem used to help him negotiate uneven ground because of his eyesight. At first taken aback, Zem tried to depart, but the man blocked him and continued to tap his staff until Zem attempted to knock him away. In an instant he found himself on the ground, the stranger leaning over him with hand outstretched to help him up. Zem, still uncertain, got up and went home, but the next day the stranger appeared again ready to meet Zem's staff with his own. This continued day after day, and with each contest Zem grew better at warding off the man's attacks, new techniques in offense and defense taught along the way as the summer passed into fall. Before the first snow, the stranger disappeared, but Zem continued to practice what he had been taught, and come spring the stranger appeared again. This time, their combat was more fierce, and the stranger seemed pleased Zem hadn't stopped his training when winter had come. After their battle, the stranger offered Zem a gift, a fine pair of crafted spectacles. Putting them on, Zem found a whole new world before him, and the man smiled, bowed, and left without a word. Zem never saw the man again, but he continued to train, finally leaving the farm and utilizing his new sight and abilities to help those in need along his travels. After a year he found himself in Roslof Keep, and it was there he saved the life of the mage-user Almus and then joined the Company of the Ivory Scimitar. His strong sense of justice has promoted him to a confidant of Clarion, but she knows that he doesn't worship a god and therefore a bit of a wall does impede what Zem only dreams of, that one day Clarion will be more than his commander, although he speaks to no one of this fact.

Class: Fighter
Level: 12th **Alignment:** Lawful Good
Patron Deity: Dragon of the North
AC: 17 **Kinono** +18 **HP:** 122 **Initiative:** -1

STR 14 (+2) **DEX** 10 (-) **CON** 18 (+4) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 15 (+2)

Skills: Athletics, Religion, Stealth, Insight, Tool Proficiencies: Herbalism Kit, Passive Perception (Wisdom) 14

Features & Traits:
Background: Outlander (Kale)
Personality Traits: I have a lesson for every situation, drawn from observing nature.
Ideals: To dishonor myself is to dishonor those who raised me.
Bond: I am the last of a lost bloodline, and I must ensure it is not lost.
Flaws: I remember every insult I receive.
Languages: Common, Tungee

Actions:
Attack: +8
10 (D12+5), bludgeoning
Katana, 10 (D10+4), slashing
versatile

Items:
Katana of Speed
+2, adds 3 to AC, 10 (D12+5), slashing
Ring of Protection
+2
Kinono of Arms
+2



Born at sea, Sabrina was the daughter of a merchant captain out of Ebomtra. Her mother was being transported to larger estates in the Opal Gates when raiders forced the ship further south along the coasts of the T'ung, and it was there that a storm and uncharted waters (for her father at least) doomed the vessel. Somehow her mother made it to shore, and she was rescued by one of the Dwarven noble families, only to die a month later while giving birth to Sabrina. The daughter was a blessing to the dwarven household, and it was thought that she would make a fine concubine for the lord's son, perhaps providing warrior stock for the regional garrison. However, as Sabrina grew, one of the house samurai found she was naturally gifted with a blade, and her lawful demeanor impressed him enough that he secretly began instructing her (unknown to her that she was not allowed such training). When it was finally revealed that she was a bladeswoman, the dwarves balked, casting both her and her master out of the house and the province. The two travelled together for some years, making their way ever north into The Barrens, and then finally into the Kingdom of Thaloria. It was here that her master died at the hands of tall sorcery near Lofwick, and she dedicated the next five years to seeing that evil destroyed, creating quite a name for herself in the process. After she finished her revenge quest, she moved north to Treton, spending this time that several noble families as a fire-sword until the dungeon trouble came to the Kashah. It was during this time that she met the Company of the Ivory Scimitar, and quickly grew to like the presence of the company leader, Elsa Charlton Moonbright. Together, the two have been nearly inseparable, and some whisper that an affair has sprung up between the beautiful samurai-ko and the priestess of Freya, but if this is true, none have yet to confirm it.





The Complete
Curse of Roslof Keep
Scott Taylor

“The city slept, but deep beneath the surface of the Kasbah streets magic was at work, magic born in the east at Roslof Keep. There, far below the sandy flagstones, the Shard of the Infernal Machine was hard at work creating something new, something deadly, and unbeknownst even to it, something wickedly corrupt.”

Once again journey with the Company of the Ivory Scimitar a thousand miles from their home in the Free Coast to the westernmost nation within the New Kingdoms, Thalonía. There, embark on a mission to free the city’s mysterious Kasbah District from an unknown magical threat that has created a new labyrinth beneath its streets. Battle against the companies of the other noble houses of the city as you attempt to be the first to conquer this new and powerful dungeon while also trying to solve the mystery of its dark corruption (that is hauntingly similar to what occurred in Roslof Keep). Can you and your players devise a way to stave off all the threats that will present themselves? Will you win the ultimate prize, not only for yourselves, but also for the noble house that hired you, and can you free the Kasbah of this corruption before it is too late?



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