

# Fourth Age: 3836

# Roslof Keep

Population: 4930

Lord: Samuel Snee [Age 68, Lawful Evil]

Sheriff: Barist Mourn [Lawful Neutral]

Provincial Ranger: Cariton The Tall Pine

[Chaotic Good]

Priest: Friar Quinn of White Teeth Bay]

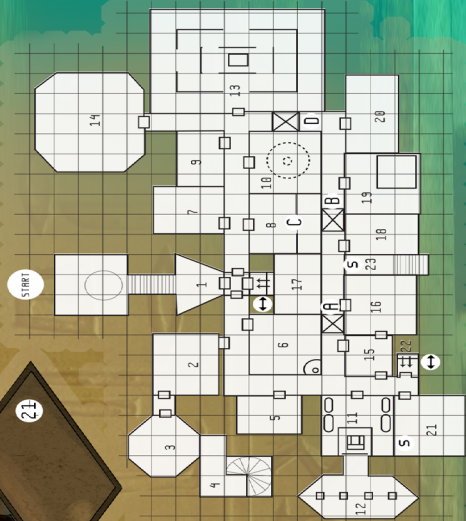
- A: Traveler's Inn
- B: House Aldemmier
- C: House Bri'yann
- D: House Narolo
- E: House Fey'Brace
- F: House Vara'ki
- G: House Marung
- H: Entrance
- I: Tower of Light
- J: Honest Blade Smithy
- K: 'The Backpack' Provision Store
- L: Taux Trade House
- M: Main keep
- N: Wizard's



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

START

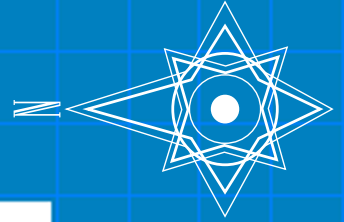
- C CONCEALED DOOR
- S SECRET DOOR
- ARROW TRAP



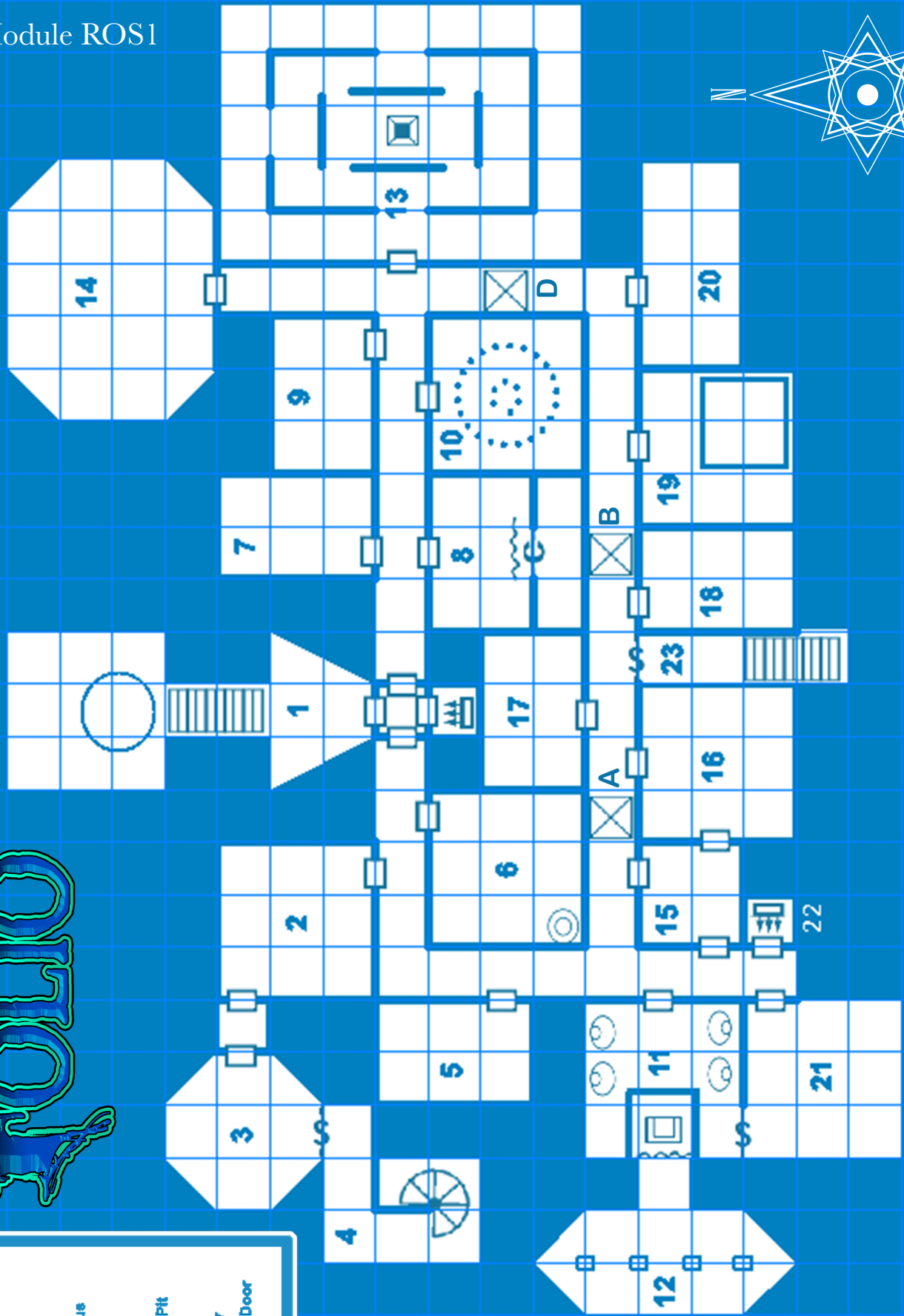
## Part One of The Roslof Campaign

ROS1 Beneath  
Roslof Keep  
Standard Dungeon  
1-3rd level





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

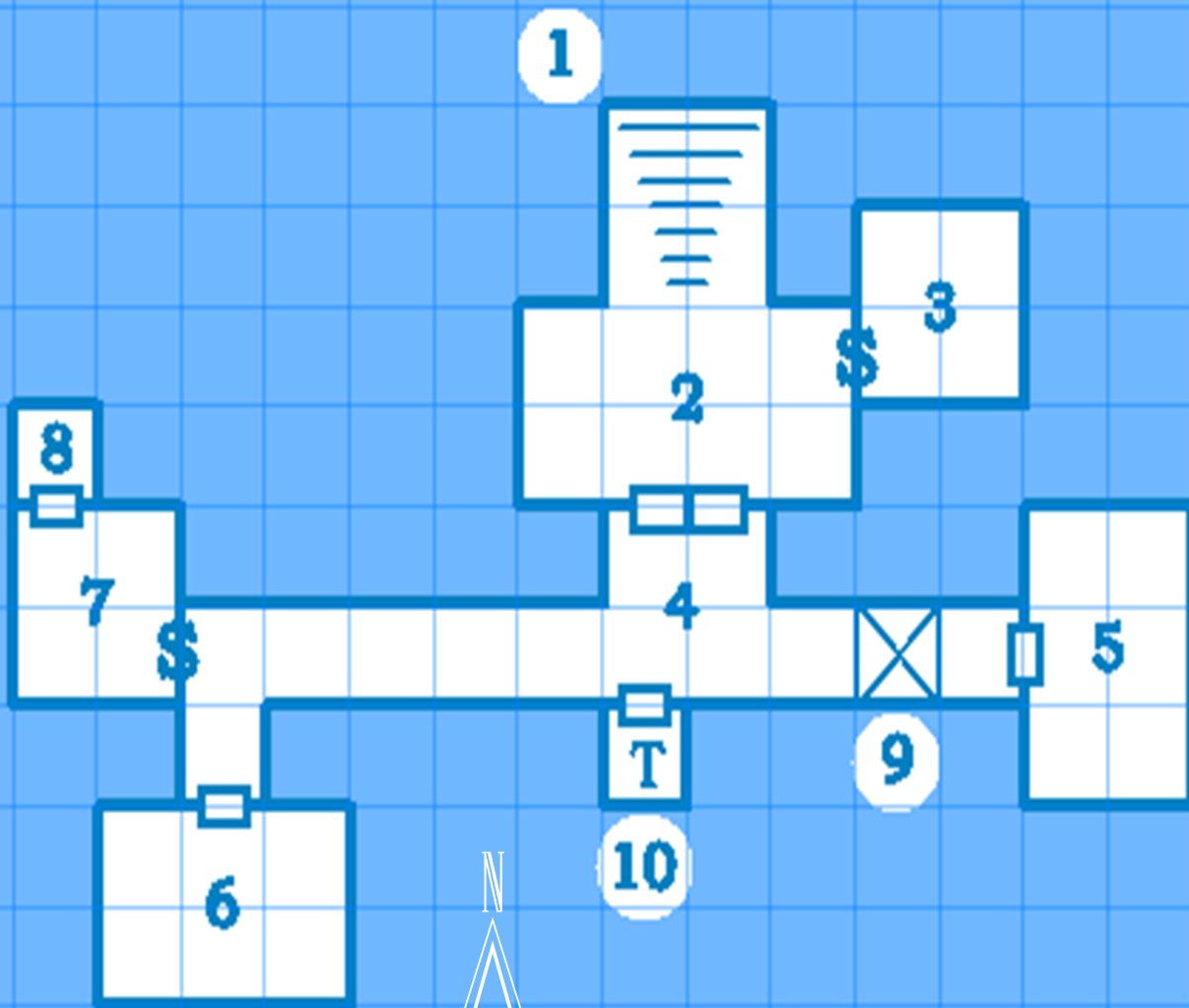




# THE FOLIO

Folio Module ROS1.5

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





# Daern Rebellion

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Knobby End

Roslof Keep



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

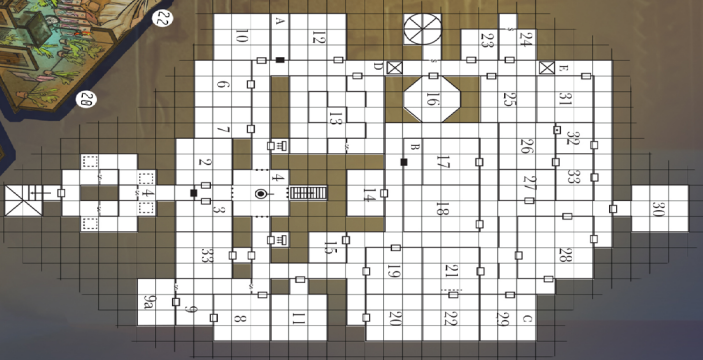
Around the keep lies the town of Daern Kaelon, and it is there that you can find the bulk of the population of 4,930 souls living along the Great Frontier Road. Daern Kaelon expands the available playground of the evolving characters. Twelve new places of interest add some flavor to your campaign, and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

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



## Part Two of The Roslof Campaign

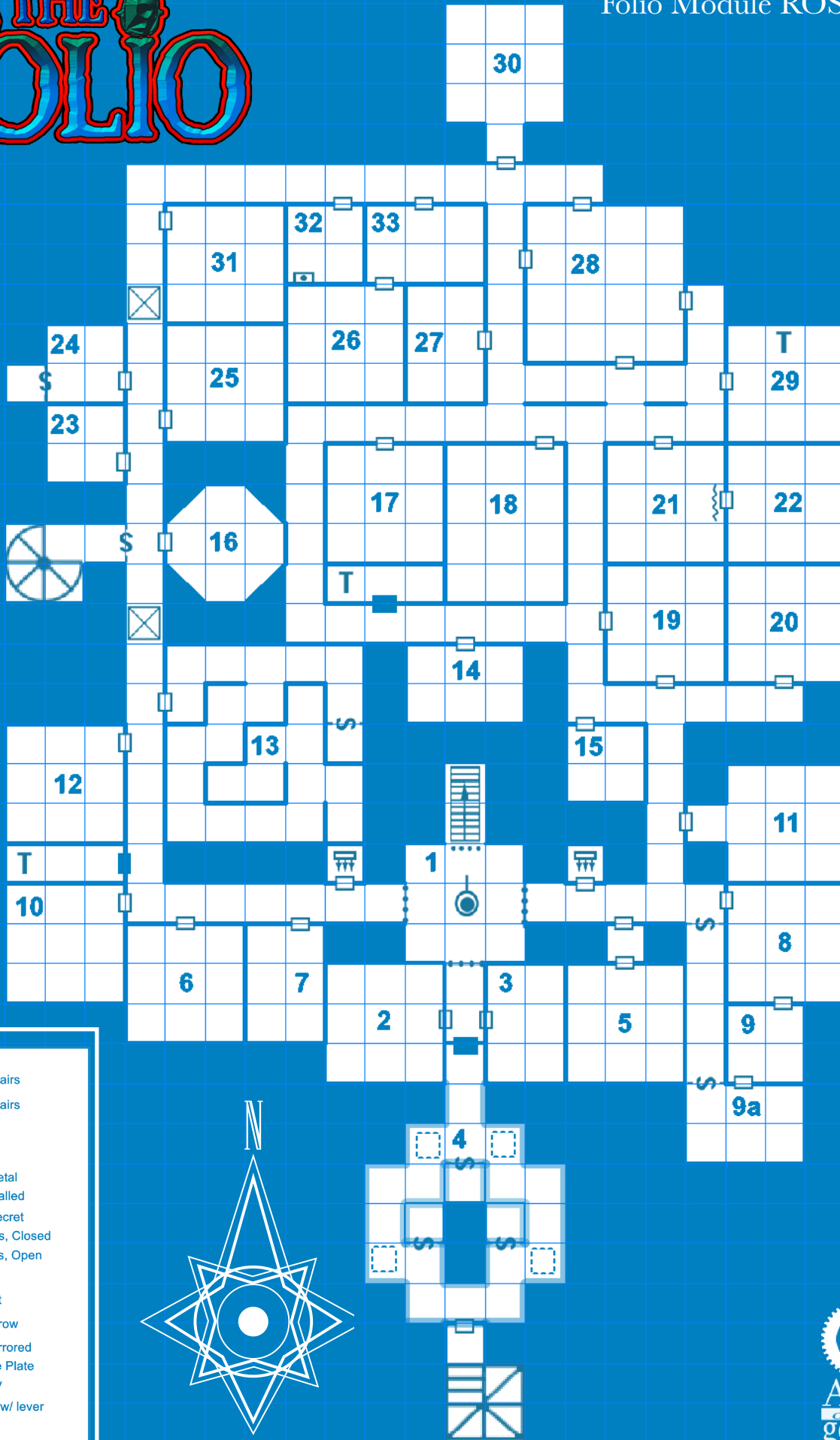
Standard Dungeon  
Expansion Levels  
3-5



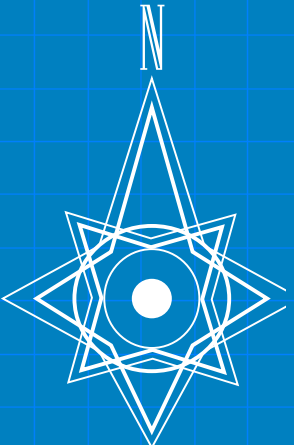
DOWN



# THE FOLIO



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







- S** SECRET DOOR
- ↔** ARROW TRAP
- ⚠** FLAME TRAP



The Oakfield Province lies along the great trade road between Ketton Keep to the West and Perloth of the Tall Ships in the East. It has become a small outpost of civilization amid the chaos of the Keelmain Wildlands & the O'Lanstard Deadlands, buffering humanity against the encroachment of countless dark humanoid and terrible beasts.

## Part Three of The Roslof Campaign

Standard Dungeon  
Expansion Levels  
5-7

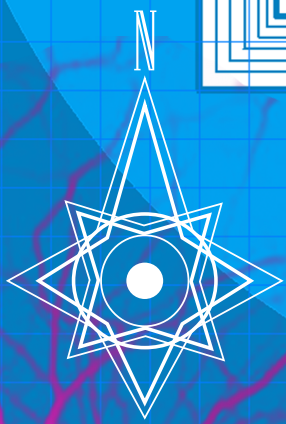
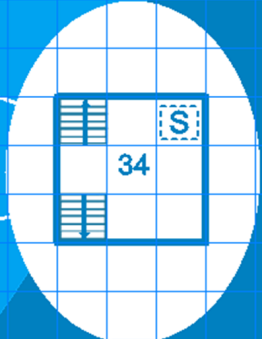
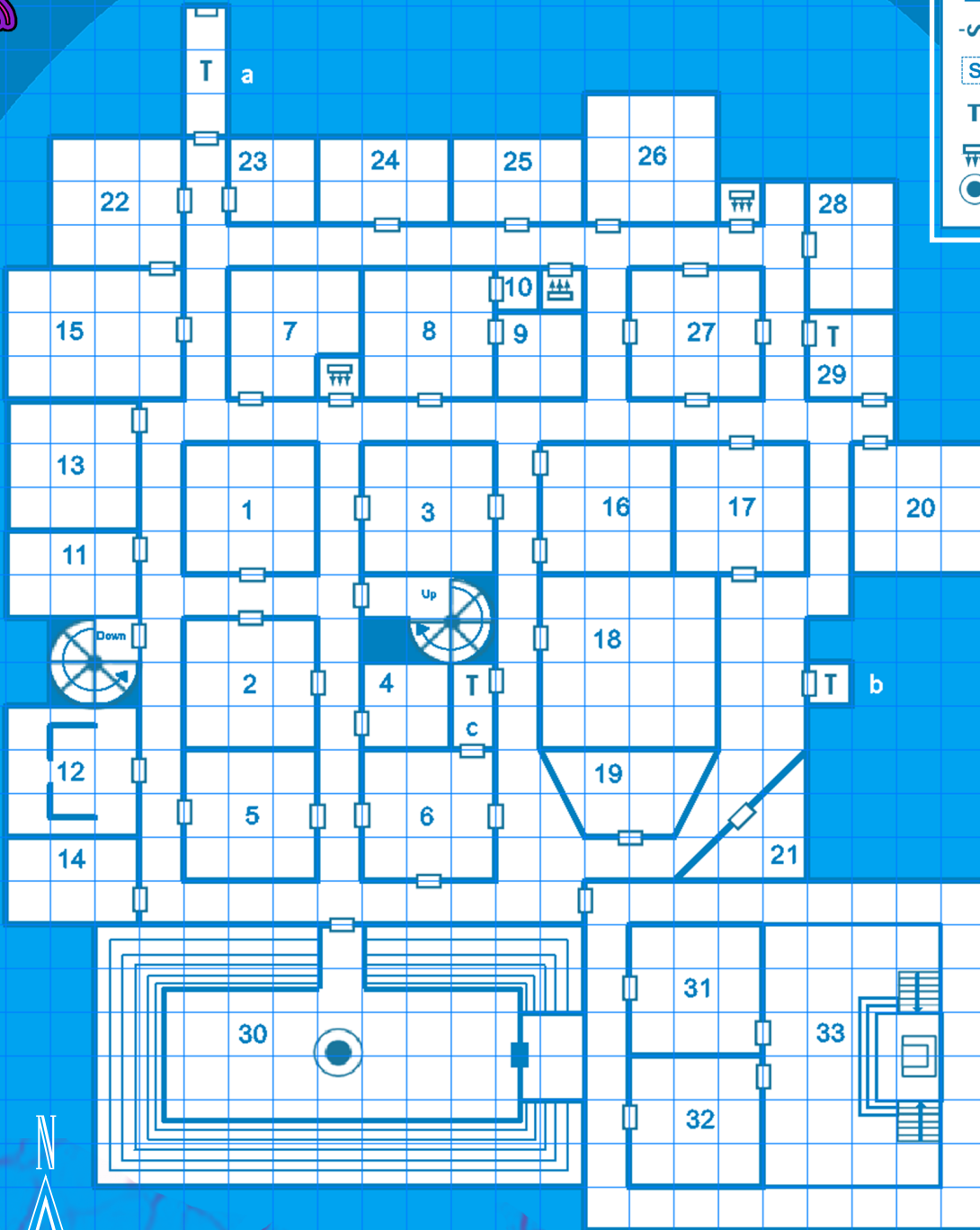




# THE FOLIO









## Folio Module ROS3

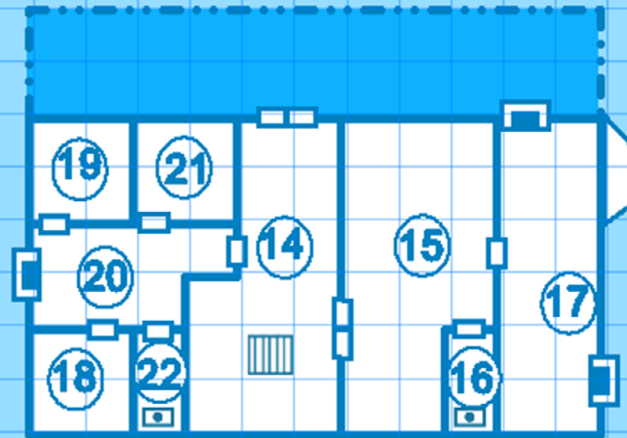
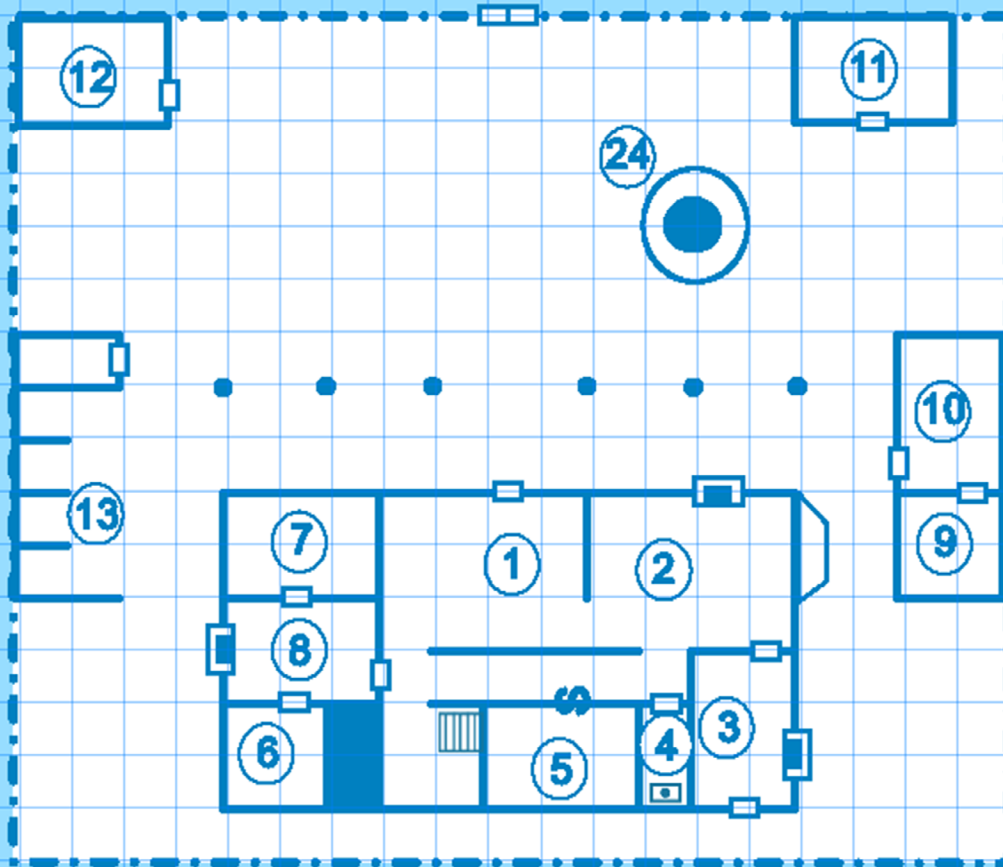
	Spiral Stairs
	Stairs
	Door
	Door, Metal
	Door, Secret
	Secret
	Trap
	Trap, Arrow
	Well



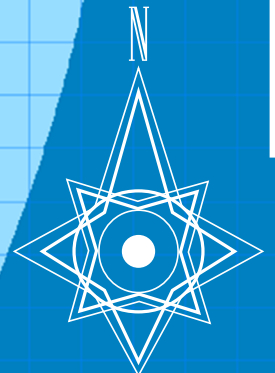
# THE FOLIO

Folio Module ROS3.5

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

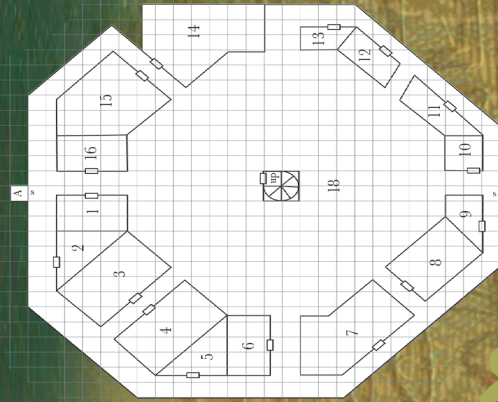


Upper Level





# Battle the Burning Dead



Glade



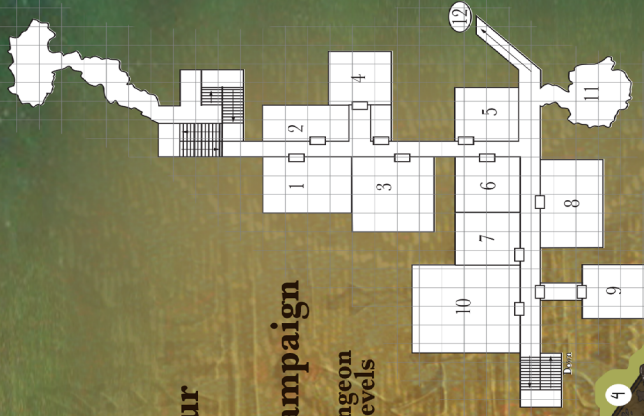
Mithelvarn's Dungeon continues with Level Four, The Glade of the Burning Dead. Three levels have been cleared, but now the most dangerous yet lies before the Company of the Ivory Scimitar. The challenges here will put the characters to the ultimate test.

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

Entry from the Wildlands

## Part Four of The Roslof Campaign

Standard Dungeon Expansion Levels 6-9



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

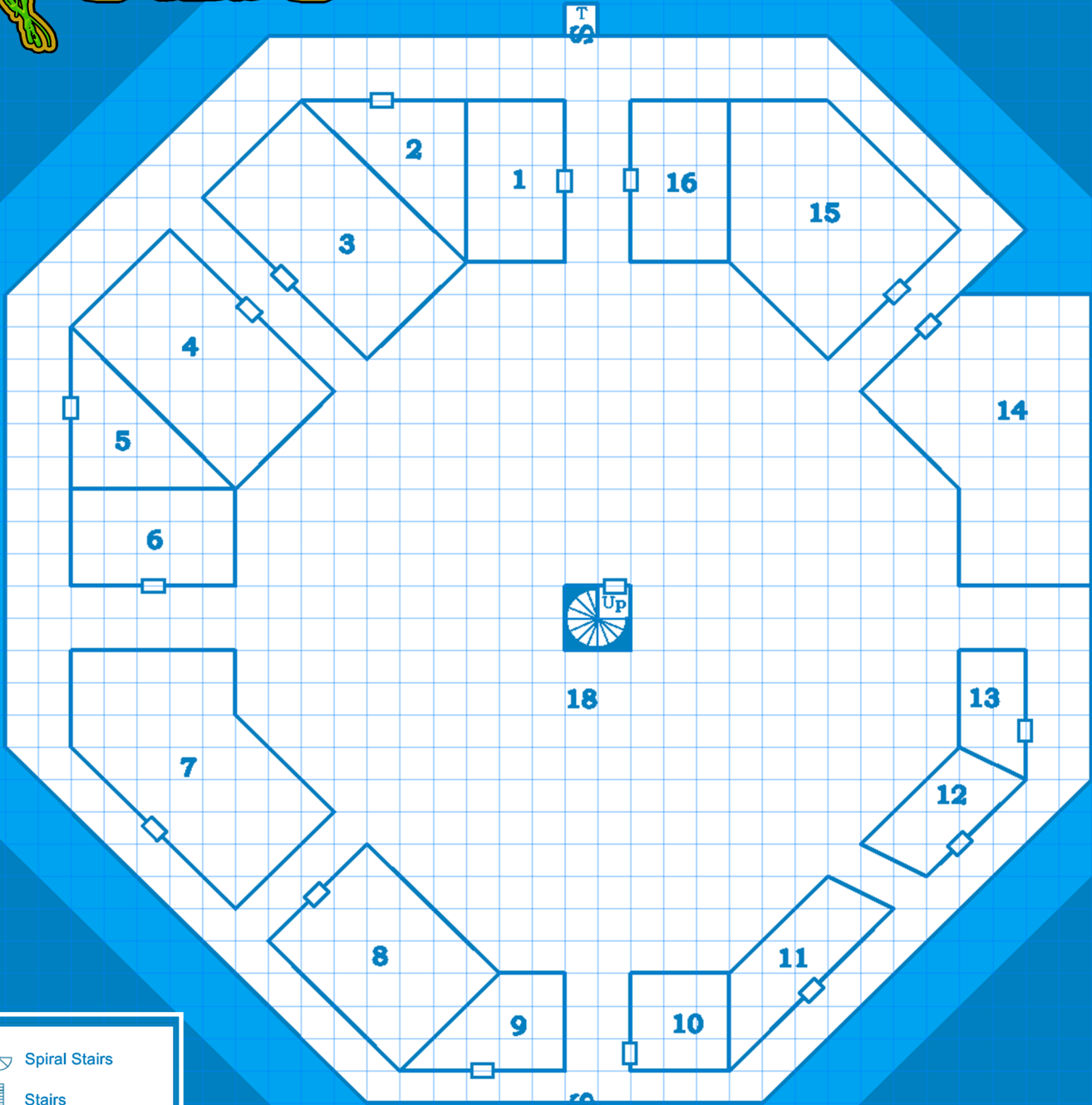
Entry to Mithelvarn's Dungeon Level 5

# Halls of Mithelvarn



# THE FOLIO

## Folio Module ROS4



T

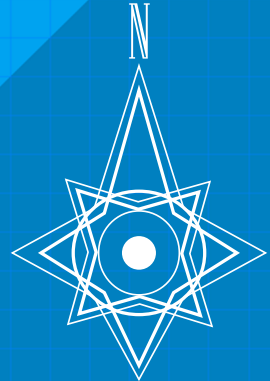
Up

18

Down

17

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

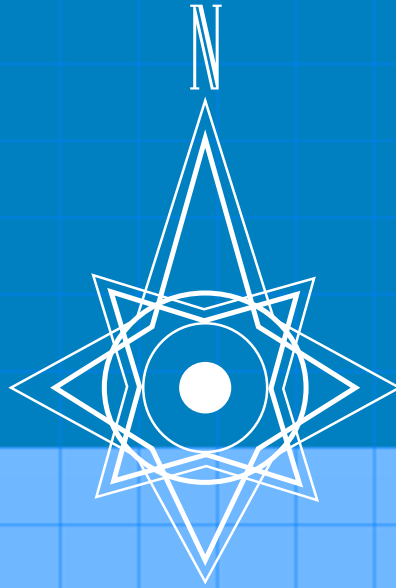




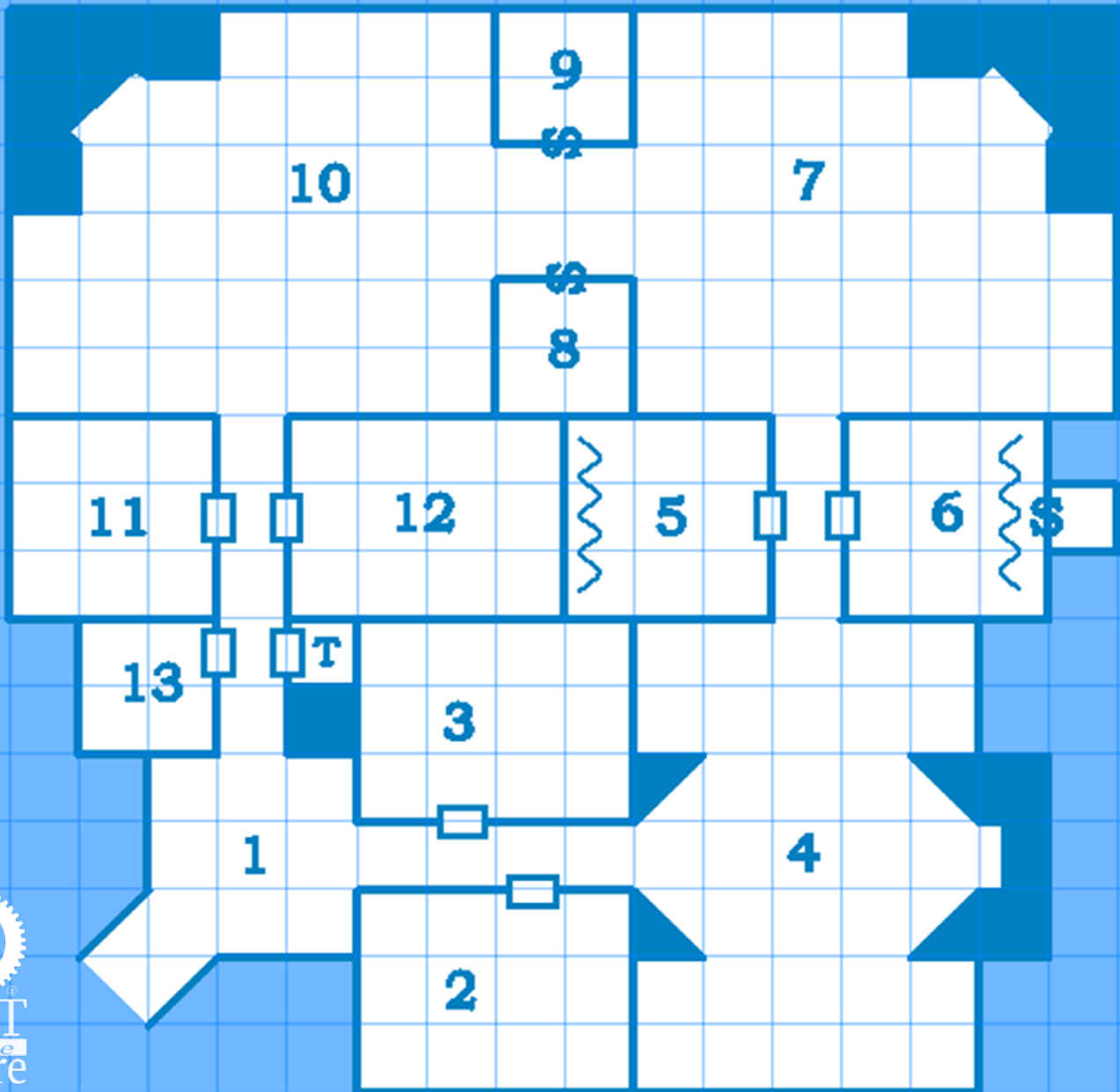


# THE FOLIO

Folio Module ROS4.5



●	Balcony Post
□	Door
-S-	Door, Secret
■	Fireplace
◻	Privy
▨	Stairs
- - -	Wall





# Flooded Halls

## Part Five of The Roslof Campaign

Standard Dungeon Expansion Levels 8-10

As though the trials of Mithelvar's Dungeon weren't enough to deal with, but now Level 5 is completely submerged! Can the members of the Ivory Scimitar take on the challenges of The Deep Dive into the Flooded Halls?

17 Level 2

17 Level 3

17 Level 4

17 Level 1

17 Level 2

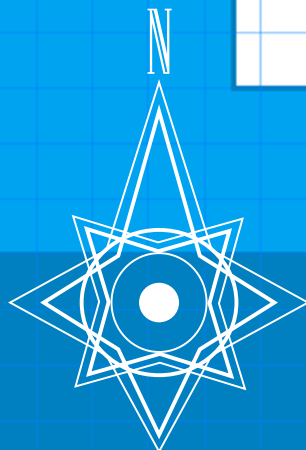
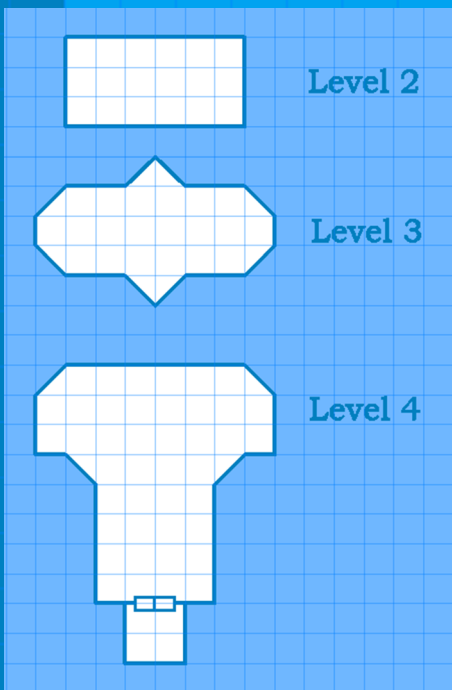
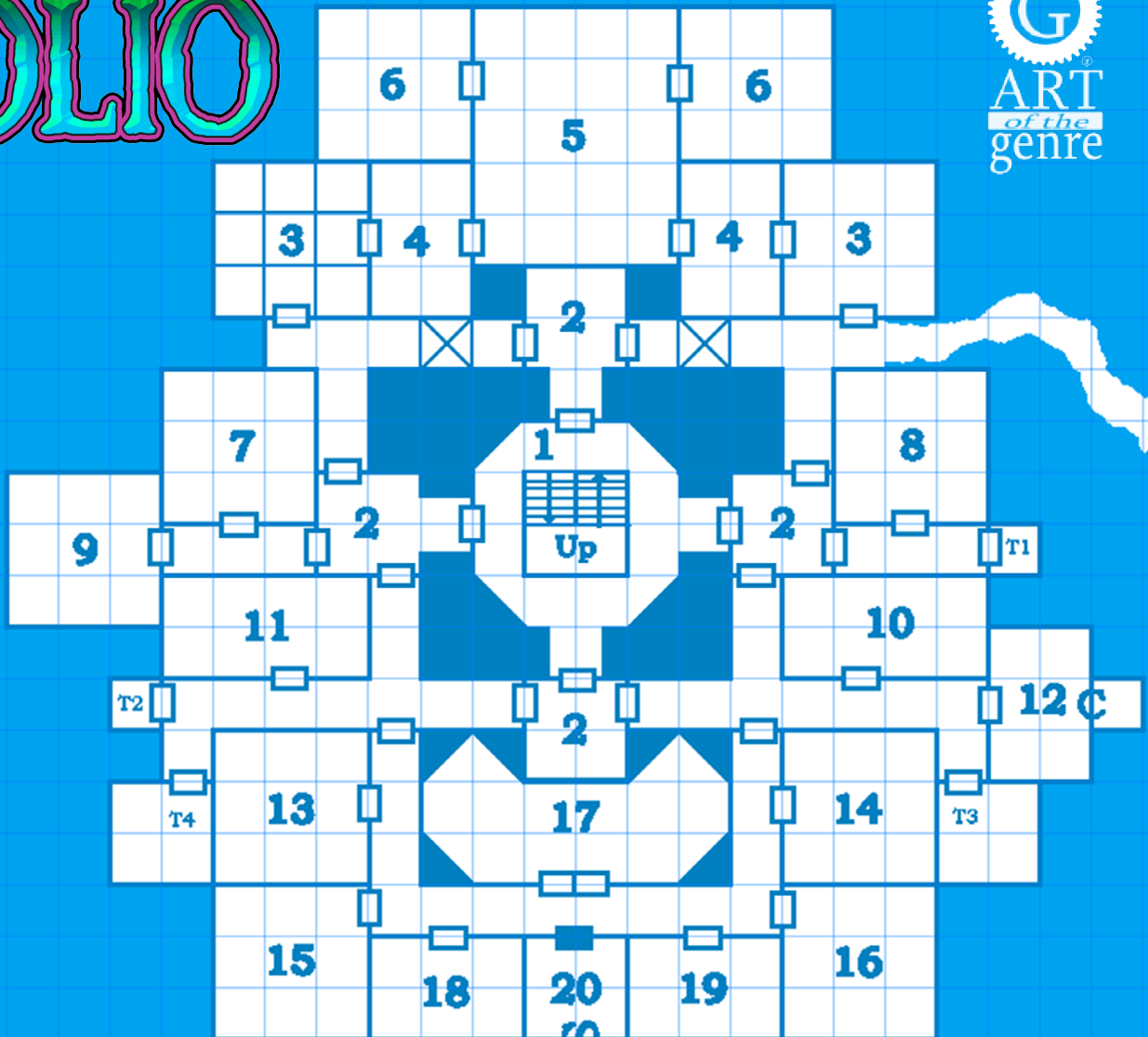
17 Level 3

- S SECRET DOOR
- C HIDDEN DOOR
- T TRAP



# THE FOLIO

Folio Module ROS5

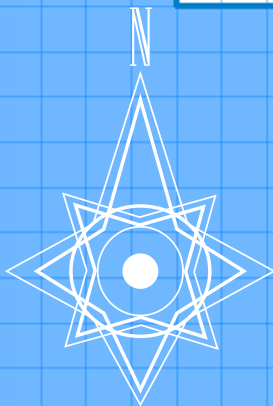
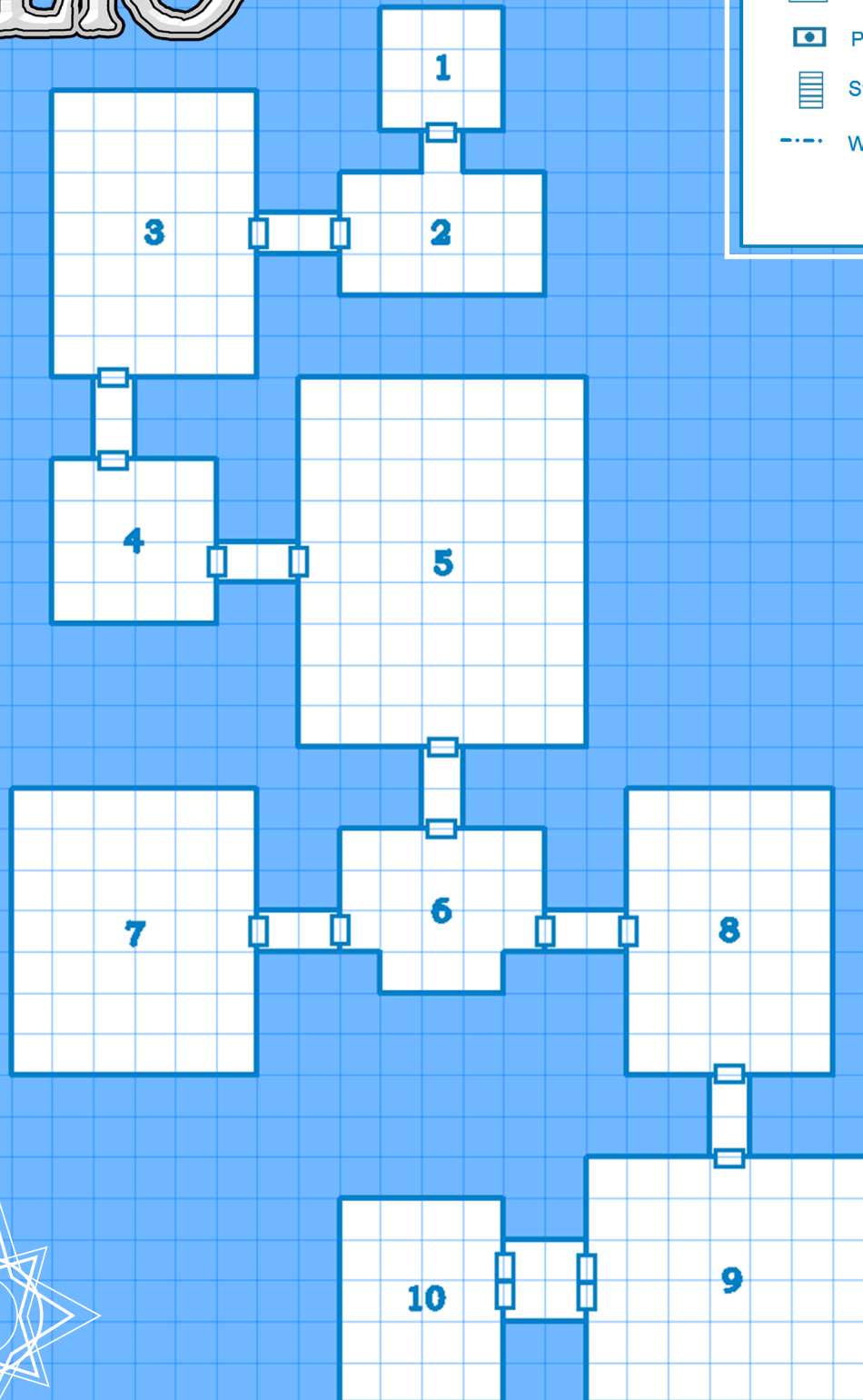


	Spiral Stairs
	Stairs
	Door
	Door, Metal
	Door, Secret
	Secret
	Trap
	Trap, Arrow
	Well

# THE FOLIO

Folio Module ROS5.5

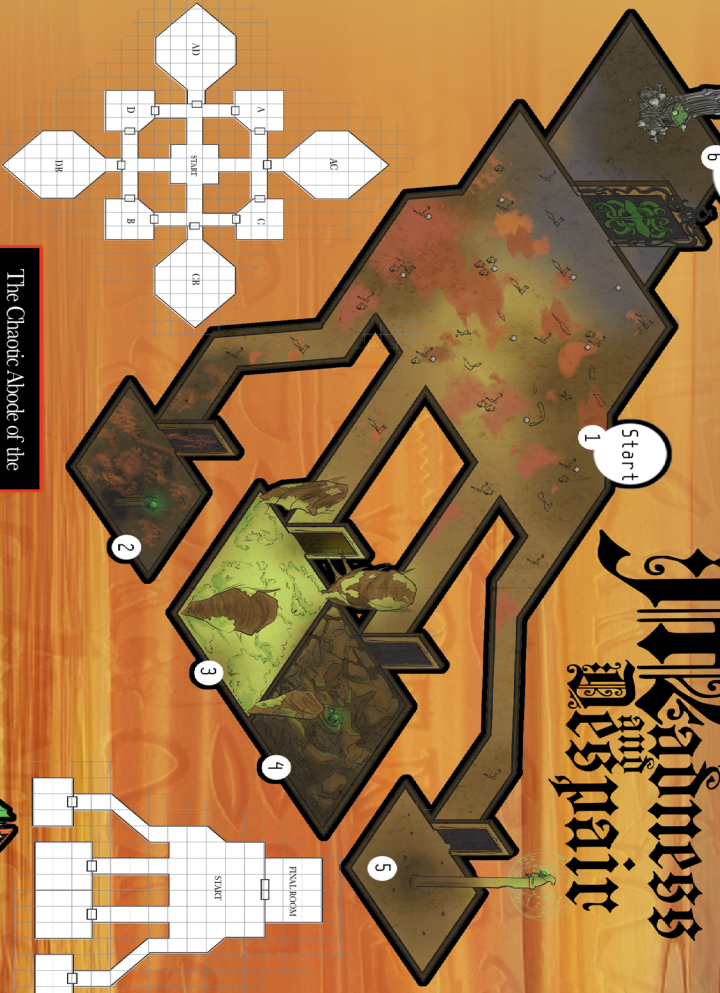
- Balcony Post
- Door
- S- Door, Secret
- Fireplace
- ◻ Privy
- ▨ Stairs
- - - Wall





# The Realms of Madness

**Final Room**  
6  
The Lair of the Psionic Devourer!



The Chaotic Abode of the Mad Jester



**Final Room**  
10  
The Temple of the Dark Fey Priestress



- 5 SECRET DOOR
- 6 HIDDEN DOOR
- 1 TRAP

## Part Six of

### The Roslof Campaign

Standard Dungeon Expansion Levels 10-12

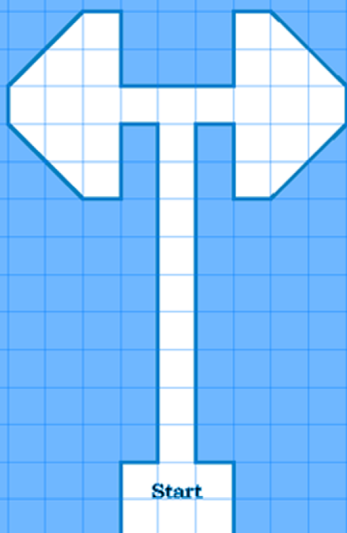


The Ivory Scimitar has almost done the impossible, clearing five levels of Mithvearn's Dungeon, but now the final challenge awaits in 'The Realms of Madness and Despair!' Can they face four unique micro-dungeons and bosses to finally gain access to the Infernal Machine and the seed of its power?

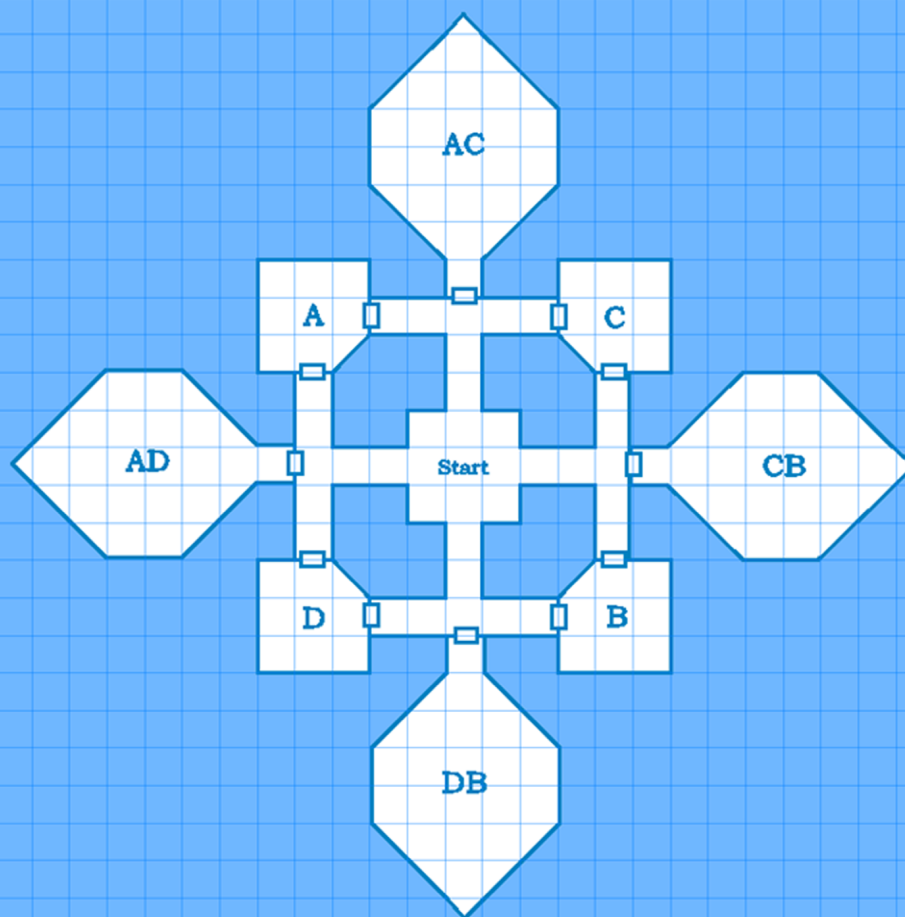
**The Hall of the Frost Giant Yarl**  
1  
Start



# THE FOLIO

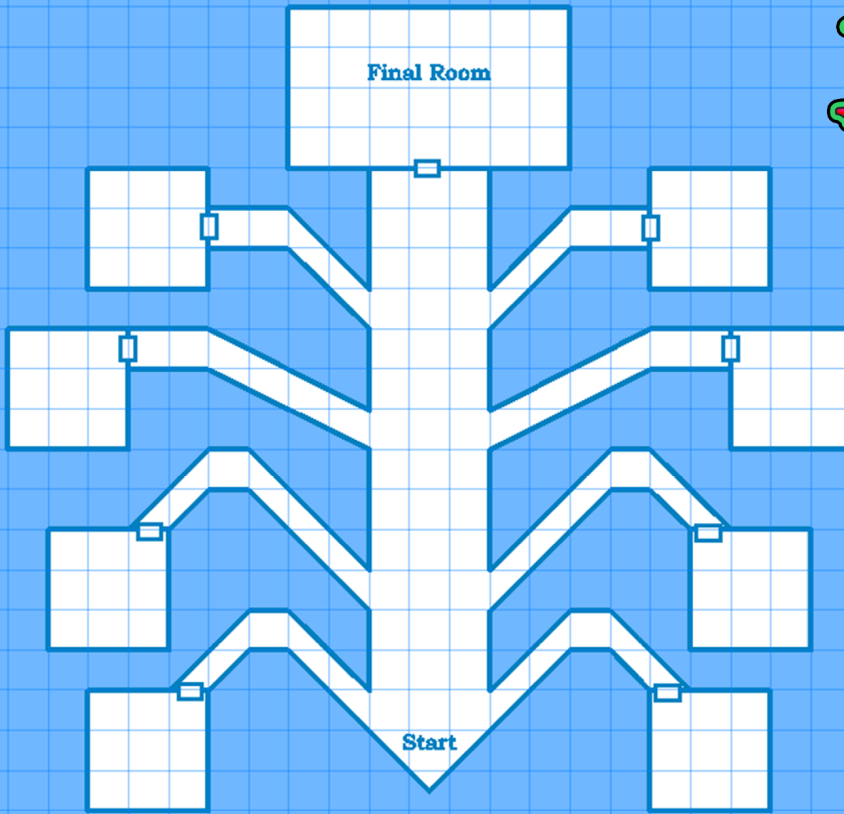


	Spiral Stairs
	Stairs
	Door
	Door, Metal
	Door, Secret
	Secret
	Trap
	Trap, Arrow
	Well



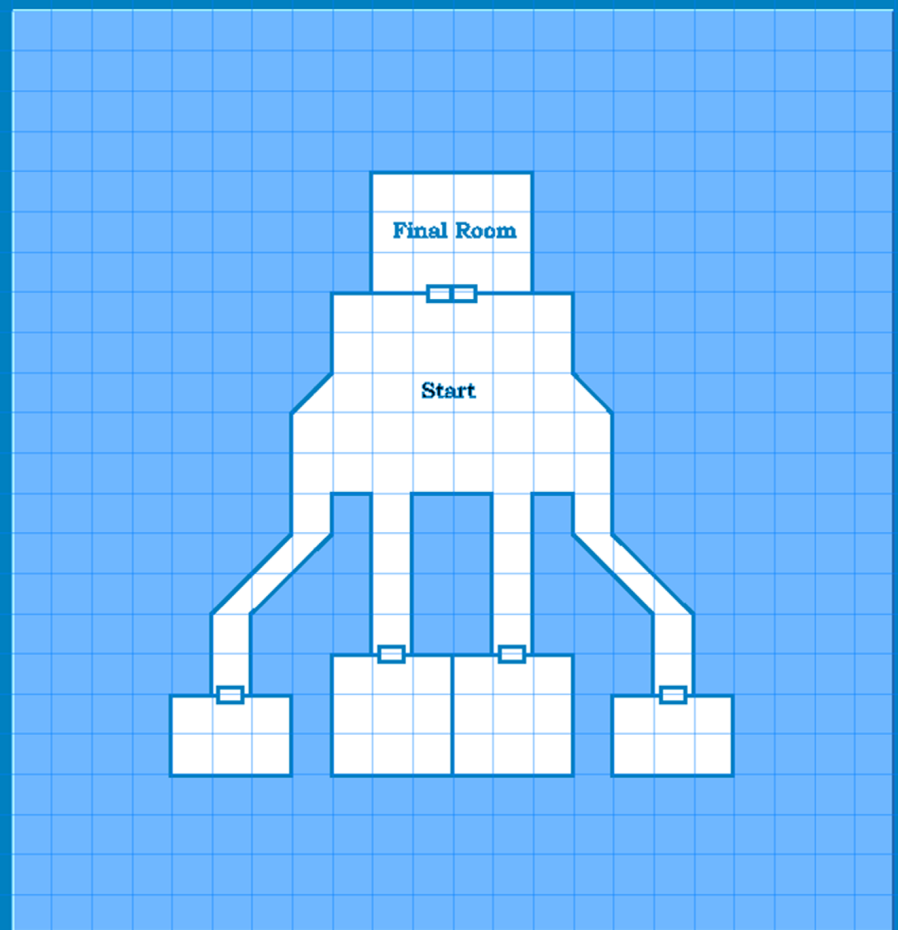


# THE FOLIO



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

Folio Module ROS6



# THE FOLIO

## Folio Module ROS6.5

- Balcony Post
- Door
- S- Door, Secret
- ▬ Fireplace
- ◻ Privy
- ▮ Stairs
- - - Wall

