ROS 1.5

Bonus Module

THE FOLIO

Mini-Module

ROSLOF KEEP CAMPAIGN

Welcome to House Aldenmier

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by Scott Taylor

Welcome to House Aldenmier is a companion mini-adventure for the Roslof Keep Campaign and is recommended for introductory level characters. It is rendered in both 1E & 5E formats.

Getting to Roslof Keep was the easy part, but now a rag-tag collection of characters must find a way to become a true company while passing the various tests of Lord Aldenmier. If they succeed, they will become members of a Mithel Company, the Ivory Scimitars. If they fail…

ART of the genre

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Welcome to House Aldenmier

Synopsis:

New characters are introduced to the setting of Roslof Keep as they each walk into House Aldenmier with different backgrounds. Once inside, they must prove they have what it takes to be a member of the Ivory Scimitar before signing the writ of service to the House. Success means a possible fortune, while failure is likely death.

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

Dungeon Master's Notes

This adventure piggybacks on the events that begin in ROS1 Beneath Roslof Keep. As stated in the introduction of that adventure, I suggest creating varied and down on their luck type characters, and suggestions for backgrounds are listed below. I've used all of these at some point during my running of this series so I know the fun that can be had utilizing these backstories. Still, if you use them or not, the characters will still have to be brought before Lord Aldenmier and challenged to complete his 'Writ Task', so that they can be initiated into membership with the Ivory Scimitar.

1.

The Drive of the Mission: The DM should realize that the force behind this adventure is to introduce the characters to one another, have them reveal some backstory, and then get them working together as a unified group before entering the true dungeon.

2.

The Ghost: This adventure will also give the players their first glimpse of the ghost of Lord Aldenmier's wife. Finding her and 'making contact' in whatever form that entails will begin the long road to reclamation for her character and the possible alliance with the Ivory Scimitar for the rest of the extended campaign.

3.

Room Doors: ALL doors in the dungeon are locked with standard locks (**DC 12**), thus an experienced locksmith will be required.

Backstories

1.

A Mission for Love: This character hales from a far-flung city and fell in love with a beautiful young woman well above his station. To keep her from him, she was sent to Roslof Keep as a bride for the Tanner Bri'yann, son of Lord Alabys Bri'yann. The wedding is scheduled for a year from the date of the character's entry into Roslof Keep. It is the character's hope that he can somehow thwart the marriage

by making a deal with Lord Alabys, who is known to be obsessed with 'wealth, power, and immortality'. Perhaps becoming a champion in the Ivory Scimitar will allow this.

2.

Flight from Nobility: This has worked for me as a two-pronged backstory involving a set of lesser noble brothers that have lost their family lands in another kingdom and have set out to earn a fortune to reclaim it. One is often motivated to restore his family's honor, while the other is willing to give up the family name and move on as a wealthy adventurer, thus a conflict even among players can come out during the campaign.

3.

The Condemned Thief: Like any good 'death row' story, this one involves a thief sentenced to death for a crime he may or may not have committed, only to be stayed from execution by Lord Aldenmier and brought on to the Ivory Scimitar because of his unique skill set. This character usually starts with a debt to Lord Aldenmier of ten thousand gold to buy his freedom and become a true member of the Ivory Scimitar in more than just name.

4.

The Paladin: This character is here to set a wrong to right for his church, that being the destruction of the Infernal Machine. However, his quest will get much more complicated and challenging the more he finds out about the dungeon and machine, thus bringing his code into question in the eyes of his church.

5.

The Magic Seeker: The character is obsessed with magic, particularly the stories told of Mithelvarn and his ability to create things beyond the realm of even greater arcane understanding. A fun character to catalog the adventure, map extensively, and become an expert on the labyrinth.

Lord Aldenmier's mission: Once the characters have been introduced and stayed a night in House Aldenmier, they will be brought before Lord Aldenmier and challenged with a task, the recovery of a fine bottle of wine from his cellar. Although this sounds easy, Lord Aldemier has designed his own small dungeon beneath his house so that he might keep his skills sharp. However, since he no longer uses it, he has decided to instead test the party with his minor creation. This adventure will test the low level skills of the party, and shouldn't threaten their lives beyond some freak accident.

Scoring this Mission

They party will need to secure at least 4 Points from the tasks below for Lord Aldenmier to grant them entry into the ranks of the Ivory Scimitar. If they fail, I suggest sending them out into the wilds on another small quest to bring back the head of a goblin chief, the tusks of a notorious boar, or something like that, but hopefully they won't screw up that bad!

Ghost of the Sewers

1. Entry Stairs:

A large stair stretches into darkness before you, the smell of damp earth and the oppressive nature of stone assaults your senses.

The stairs go down twenty feet beneath Aldenmier Hall before opening into a larger room. There are no torches or lanterns here, so the party will have to bring a light source of their own (their first challenge!).

2. Initial Room:

Your light shines into a large chamber running forty feet east to west and twenty feet deep. The floor is covered in strange etchings, some covered in green lichen. Signs of boot travel through the lichen lead to a set of heavy oak doors in the southern wall.

This is the main entry, and three 'tests' play out in the room. The first of these is the reading of the lichen trail, which obviously leads to the double doors, however, a successful Search check (**DC 14 Perception**) will also show some disturbance leads to the northeast corner of the room. There, a secret door conceals Room 3.

[If the door is discovered, award the party 1 Point]

The second test will be the lock on the double doors. Unless it can be defeated by a pick locks, the characters will be forced to find the secret door to Room 3 where a key to these doors is located.

[If the double doors are unlocked in any way, award the party 1 Point]

The third test revolves around the floor etchings. If a magic-user happens to have Read Languages, he can discern a warning that a trap lies in the floor of the eastern hall beyond the double doors.

[If the etchings are deciphered, award the party 1 Point]

3. Secret Room One:

The stone wall slides noisily aside, revealing a twenty-foot square chamber beyond. Inside, a silver key hangs on a stud in the eastern wall.

The key is trapped. Unless disarmed (**DC 14**), it will trigger the stone door to close, locking all who entered inside. [If the trap is sprung and the door is sealed, it can still be opened by the party from the outside, but the party will LOSE 1 Point]

4. Glyph Hall:

The double doors swing open to reveal a twenty-foot square entry chamber with a hall running east and west away from it and a single oak door in the southern wall. Above you, a mosaic in blue and white tile has been laid into the ceiling vault; the pattern depicts an open sky.

There is nothing to be discovered here, but the party must now decide which way to tackle first. Remember, the door here is a Trap!

5. Sarcophagus Chamber:

The door opens and the smell of musty rot is much heavier than in the hall. The smell dominates this chamber and seems to be coming most readily from a bronze sarcophagus leaning against the eastern wall.

Here, Lord Aldenmier has placed an animated skeleton (where he got it is anyone's guess!). He's managed to wrap it in rags so that it resembles a mummy, even going so far as to press clay into its face to mimic sallow flesh. Once the party opens the sarcophagus, the skeleton will attack, swinging wildly with clawed hands at anything before it. [Assuming the party defeats the skeleton, they will receive 1 Point]

Again, all doors are locked, and must be picked or opened with the key from Secret Room One (3)!

1 'Enhanced' Skeleton [AC 7, HD 3, HP 18, #AT 2, D 1-6/1-6, Two Claw Attacks!, ½ damage versus slashing/piercing weapons]

Treasure:

None.

1 'Enhanced' Skeleton [AC 13, HD 4d8+6, HP 19, #AT 2, Hit +4, Dam Claws 5 (1d6+2), Multiattack, (exp 200)]

6. Well Chamber:

A sucking hiss of moving air whistles past you as you open the door to this room. Inside, this rectangular chamber is filled with moldering furniture and spider webs hanging like ship's sails from beams in the ceiling. On the western wall, an opening in the shape of a man's mouth gapes. From it, the sound of dripping water can be heard.

This room has nothing of value in it, but does house a lower opening to the Aldenmier well in which Lady Astrid Aldenmier (I leave her description up to the DM as he can make her to his liking) was murdered by Lord Snee (see ROS1 & 2). If the party investigates the opening, the Lady's ghostly visage will appear and pick out one of the characters she deems 'worthy' of her trust (this is up to the DM, but likely a good aligned character). Read the following:

A woman of youthful beauty and extreme sadness appears as a ghostly apparition next to a full length mirror. She gazes at her haunting reflection for a moment before turning her pale eyes on the party.

Once the character is chosen, she will point a finger at the character and then disappear. If she is mentioned to Lord Aldenmier, he will fall into a dark visage and excuse himself, not speaking on the subject further.

7. Secret Room Two:

With a snap and a hiss, a large hall panel slides open to reveal a square chamber beyond. In it is a single table on which rests a number of crystal goblets atop a polished silver tray. A lone door is set into the northern wall.

As with all doors, the one in this chamber is also locked.

The goblets should reflect the number of members in the current party as well as an additional goblet for Lord Aldenmier. [If the party brings the tray back to Lord Aldenmier, they will receive another 1 Point.]

8. Wine Closet:

Within this small room are dozens of empty shelves, each custom carved to fit a wine bottle. One single slot is filled with a dusty bottle.

The bottle is actually trapped (**DC 14**), and if it is picked up will slide away and crash on the floor. [If the bottle is destroyed, the party loses 1 Point, if it is successfully retrieved, they receive 1 Point.]

9. Trap One:

A Pit Trap (**DC 13 Perception**) will open under the lead two characters if it is not discovered. The pit beneath is filled ankle deep with tar, and although no damage will be taken, the characters will be irritated by it, especially if they land on their face. Anyone getting 'tarred' will have a -1 to all actions for the remainder of the adventure. [If the trap is triggered and anyone gets 'tarred', the party loses 1 Point]

10. Trap Two:

This trap triggers when the door is opened. It is a standard detect chance (DC 12 Perception), but if triggered acts like the arrow traps in Mithelvarn's Labyrinth save that it fires a blast of smelly water at the players. The first four players will be struck by the water, and although harmless, will indicate to Lord Aldenmier that they failed the test. [Getting sprayed means the party loses 1 Point]

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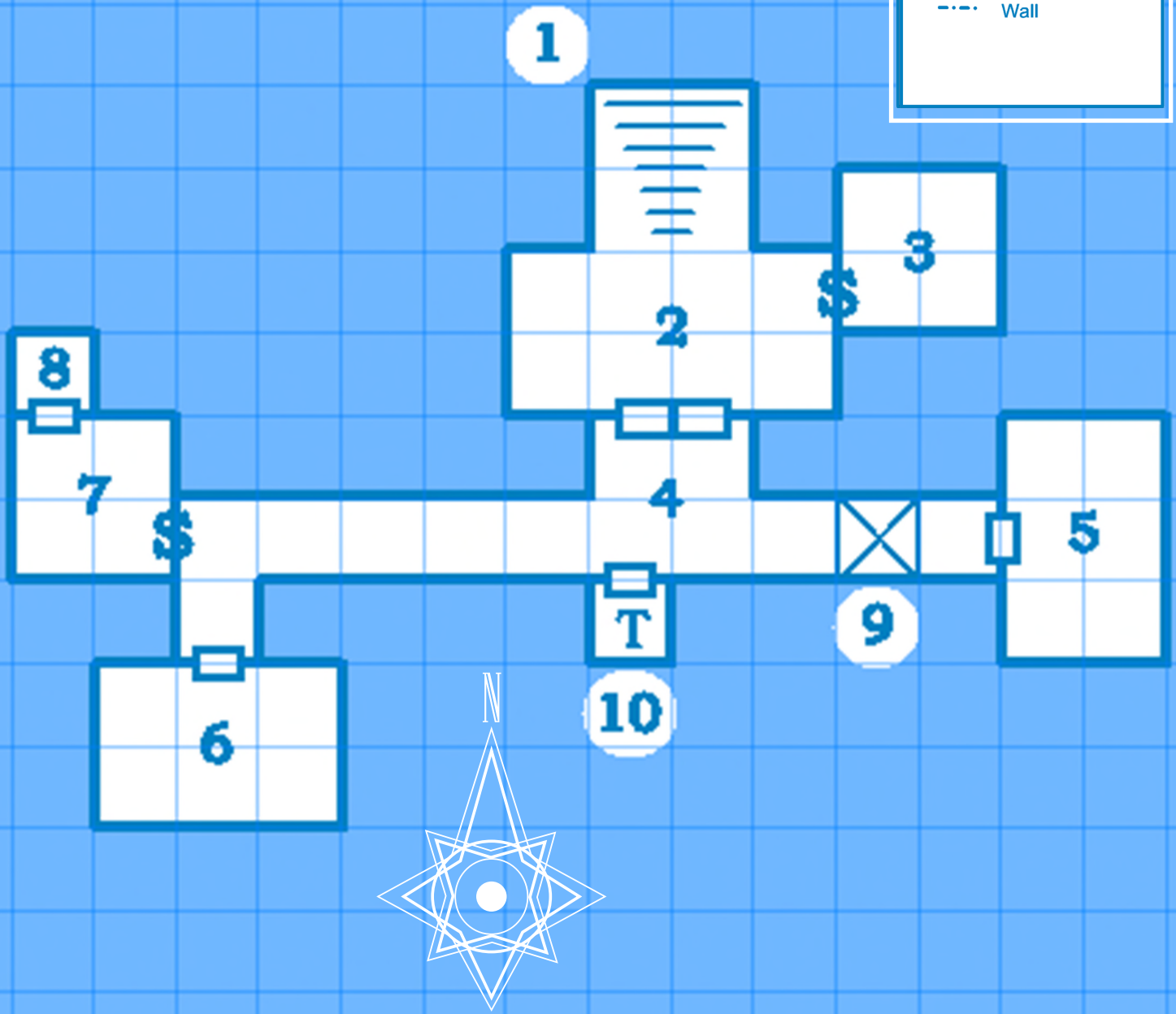
The Folio



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