The Folio

Part Two
of
The Roslof Campaign

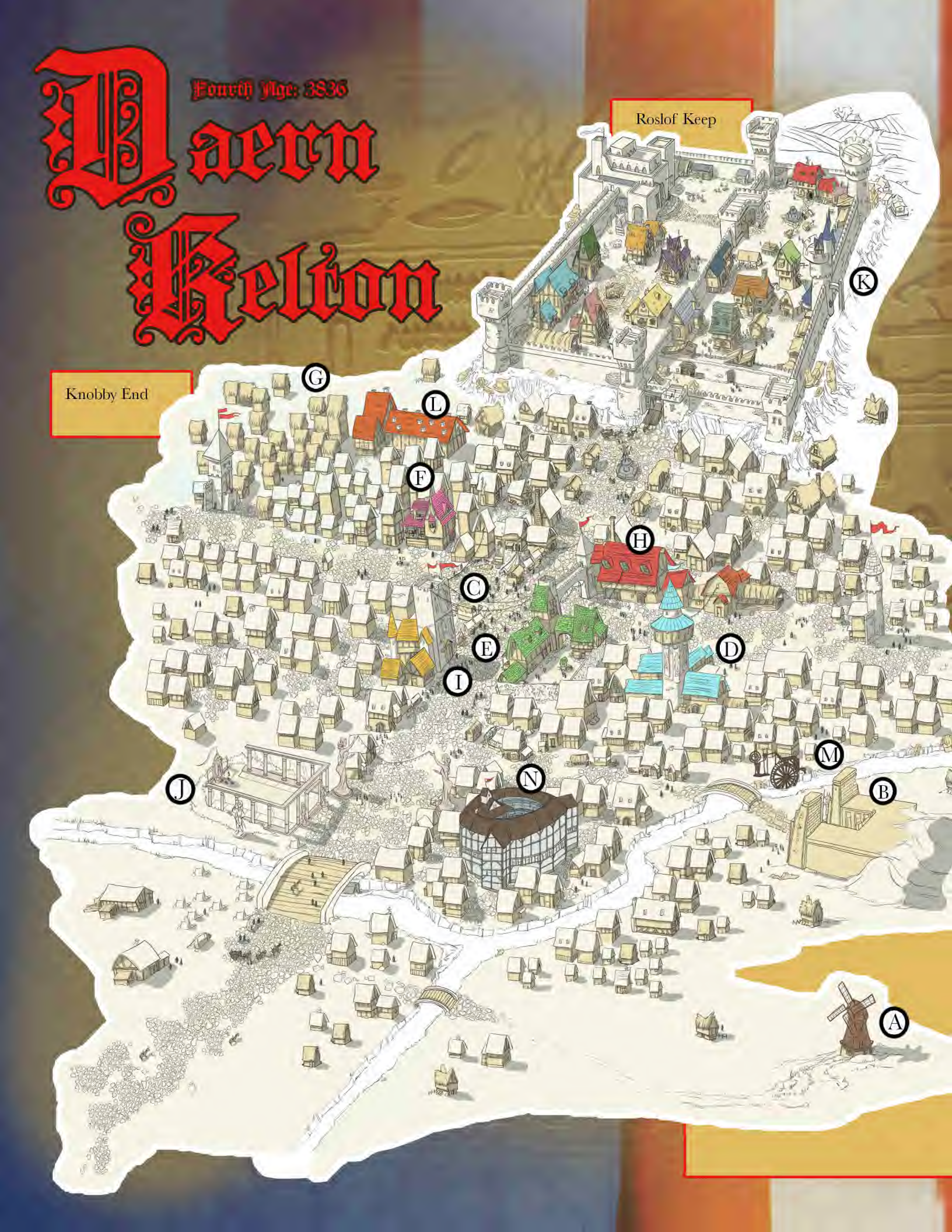
ROS2 The Tremors in the Machine

New Monster: Lowl

Gazetteer NR2 Daern Kelton

Standard Dungeon Expansion Levels 3-5

ART of the genre


Fourth Age: 3836
Daern Kelton
Roslof Keep
Knobby End
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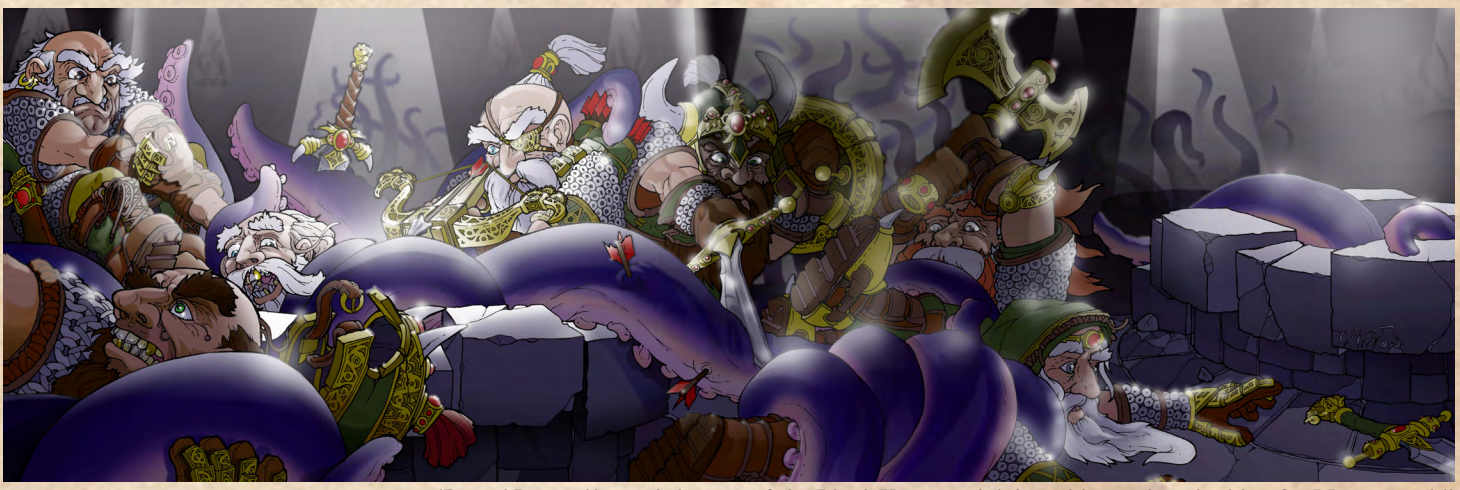
The Folio
Fourth Age: 3836
volume two

Roslof Keep Gazetteer

NR2 Daern Kelton by Scott Taylor & Mark Timm

Art of the genre

Population: 4930
Lord: Samuel Snee
Sheriff: Barist Mourn
Provincial Ranger: Carlton



'Brand Ironspike and the rest of the Black Vanguard delve a bit too deep looking for Marung gold'

INTRODUCTION

Your Sandbox

As stated in The Folio #1, this module was created as a guide to your own sandbox, and I want to be sure that it maintains that feel. The gazetteer section won't be quite as long as what you found in The Folio #1, but the content should still set you on the correct course to expand on the ideas laid out for you in the previous volume.

This time around, you'll be able to get a much wider view of the world around the dungeon, gain insights into the next 'level' of the campaign, and begin to sow the final seeds that need to be in place before you begin to reap the harvest in the following modules in the series.

I hope that by playing The Folio #1, you've been able to build the proper foundation, and that with what you find inside Folio #2 you can expand on your own ideas and universe. As always, Roslof Keep was made for you, and it is yours, not mine, so please do with it as you will, and by so doing, you'll help create a lasting memory that I hope you and your players will come back to again and again.

One note on Folio #2, I've included 5E 'blocks' [shaded in grey] that will allow DMs to utilize a single version of the adventure in both 1E or 5E formats. Otherwise the adventure is laid out in 1E and plays accordingly.

And another thing I'm going to put into this module is a small section on art. As this is Art of the Genre, I think it is important to discuss the art that went into the creation of The Folio #2, just for the sake of posterity.

So, with that, I'll leave you once again with my gaming philosophy or 'read quick, run lean, and be more about the tale than the dice.'

Scott Taylor

Campaign Background of Daern Kelton

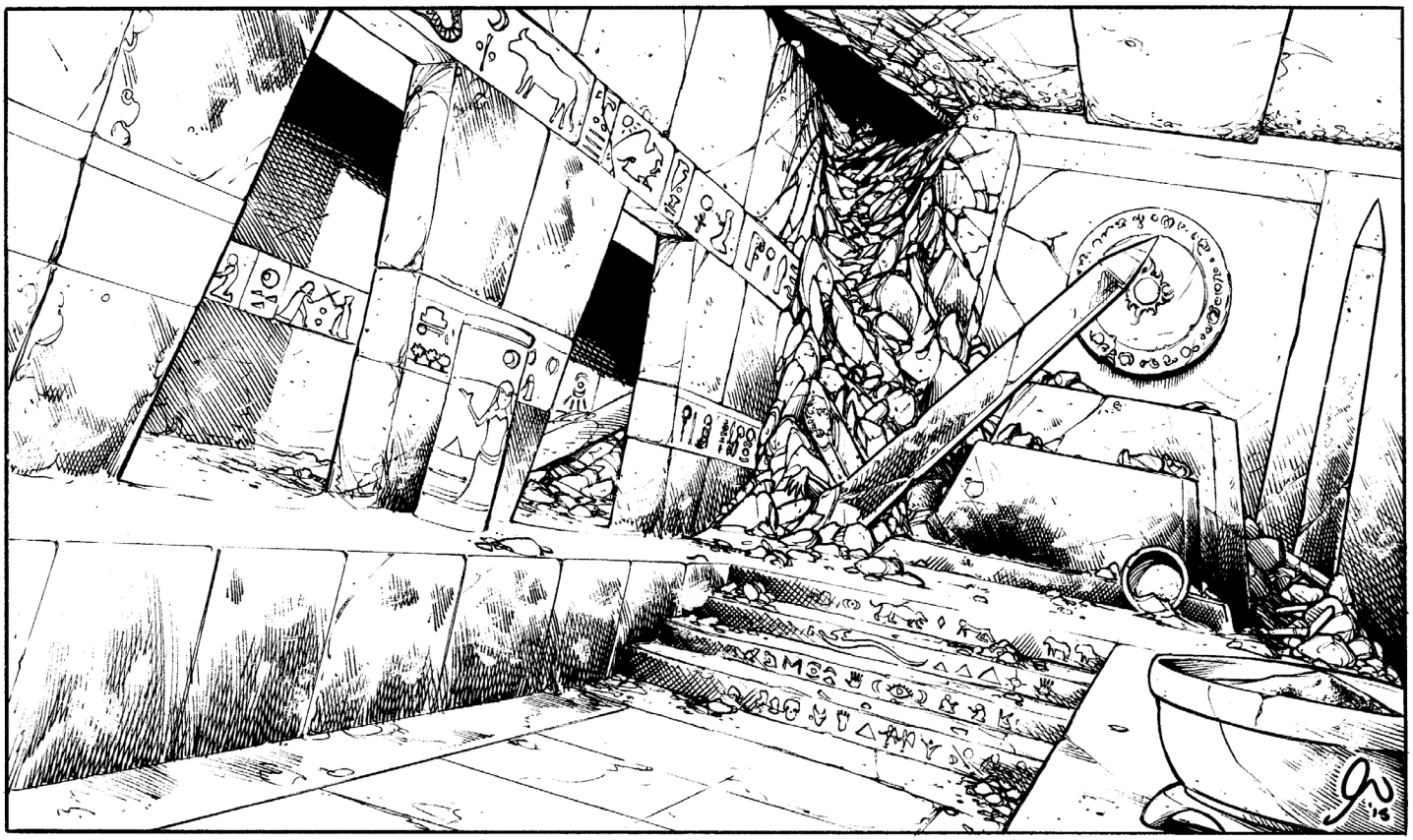
One thing that was almost immediately brought up when players first looked at Roslof Keep was that the population number did not fit with the amount of available housing shown in the keep map. This was because I'd designed The Folio #1 to be focused solely on the characters' development inside their respective house and how they interacted with the dungeon.

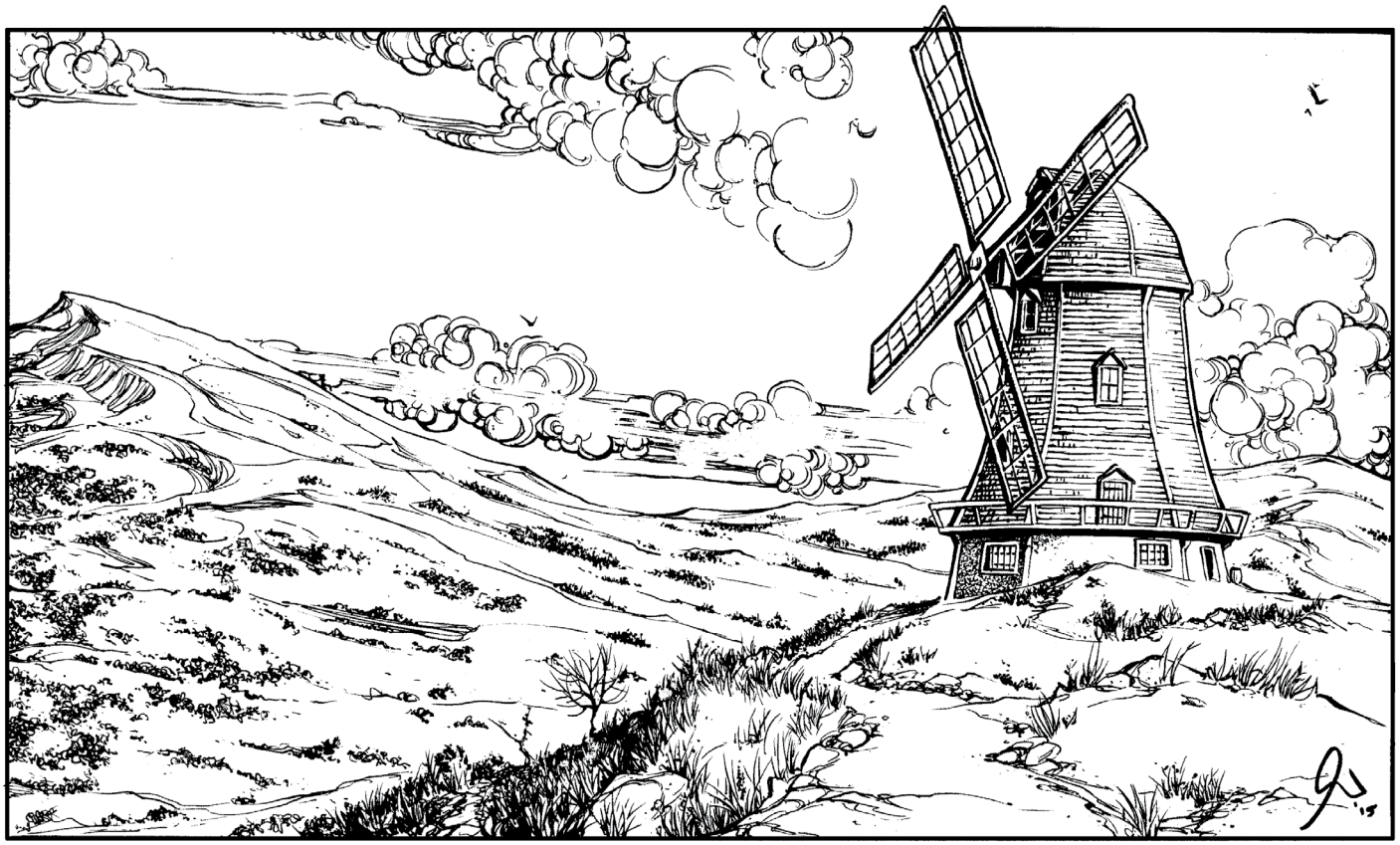
What some readers didn't translate was that the map of Roslof Keep was not the entire story, but just a little piece of it. Around the keep lies the town of Daern Kelton, and it is there that you can find the bulk of the population of 4,930 souls living along the Great Frontier Road.

Daern Kelton was created to help expand the available playground of the evolving characters from the Ivory Scimitars, and once they've cut their teeth enough to explore, can give them many more stories outside the framework of the dungeon.

I've developed twelve new 'places of interest' that might add some flavor to your campaign, and certainly the city map also has enough buildings in it for your own stories. In ROS3: Rituals of the Kalmarin, I'll expand the map a bit further as I allow for wilderness adventures, including other delving sites that will have secret ties to the campaign as a whole.

For now, however, you and your players will get the chance to establish new relationships within the frame, and perhaps start making plans for a future outside the dungeon.





A. Windmill:

On the outskirts of the southern edge of town, a large Windmill slowly turns in the prevailing wind. This landmark is owned by Dolbin Longnose, a gnome who not only grinds the grain of the community but also runs a small weapons shop in the back of the mill. It is here that he utilizes ancient gnomish crafting techniques to create 'weapons of quality', each providing a player character with a +2 bonus to hit and damage. These weapons are not considered magical, and their cost is 20% less than the equivalent magical weapon of the same type.

B. Abandoned Temple:

It is said that the Abandoned Temple, created for the worship of Nuban Gods, has an ancient and unknown link to the dungeon. DM Note: This will come into play more in ROS2 as 'the corruption' somehow begins to spread to the town.

C. Highway Bazaar:

All manner of goods that travel from east to west across the Free Coast can be found here. This is a fine place to fence goods discovered in the dungeon and most items sold here will provide a 10% bonus above market value if sold by someone known to be of the Seven Companies, as items from the dungeon hold special value to buyers from Daern Kelton all the way to Taux in the south.

D. Tower of Justice:

Built two generations ago by a member of Men of Iron [before that banner fell to House Bri'yann], this small defensive work is home to half a dozen paladins of the God of Law [your choice]. They help patrol the roads from Daern Kelton to Perlot of the Tall Ships in the east, a dangerous stretch of country known as the Kelmarin Wildlands.

E. Fleetwood House on Crossroads:

This is the ancestral home of House Fleetwood, certainly the most powerful family in the known world. It is rumored among the people of the Daerns that House Fleetwood was the first to find one of the Mithel Standards and much of their seed wealth came from the dungeon before it was known to exist. Their Mithel Standard bore an eight-pointed symbol of chaos, or so the story goes, but if an 8th banner actually exists, it is beyond the knowledge of common men. DM Note: There is an 8th banner within the house, and that can come into play later in the campaign.

F. House of Silk and Honey Brothel:

For those with disposable income, this establishment is known far and wide for providing any service one could desire. Costs for particular services range from 5 gold and up, but a patron can always be sure to enjoy themselves while often gaining interesting bits of gossip about the goings on of the rich and powerful in the town and keep.

G. Knobby End:

This collection of old homes was built long before the great plague, and is now home to the poor and criminal elements of the town. It is said both an organized thieves' guild, as well as a beggars' guild have headquarters in the tangled back alleys of the place, and it is not somewhere to go at night without an escort. DM Note: If any character is a thief and needs training, this is the place to get it.

H. The Company Major Tavern/ Inn/Stable:

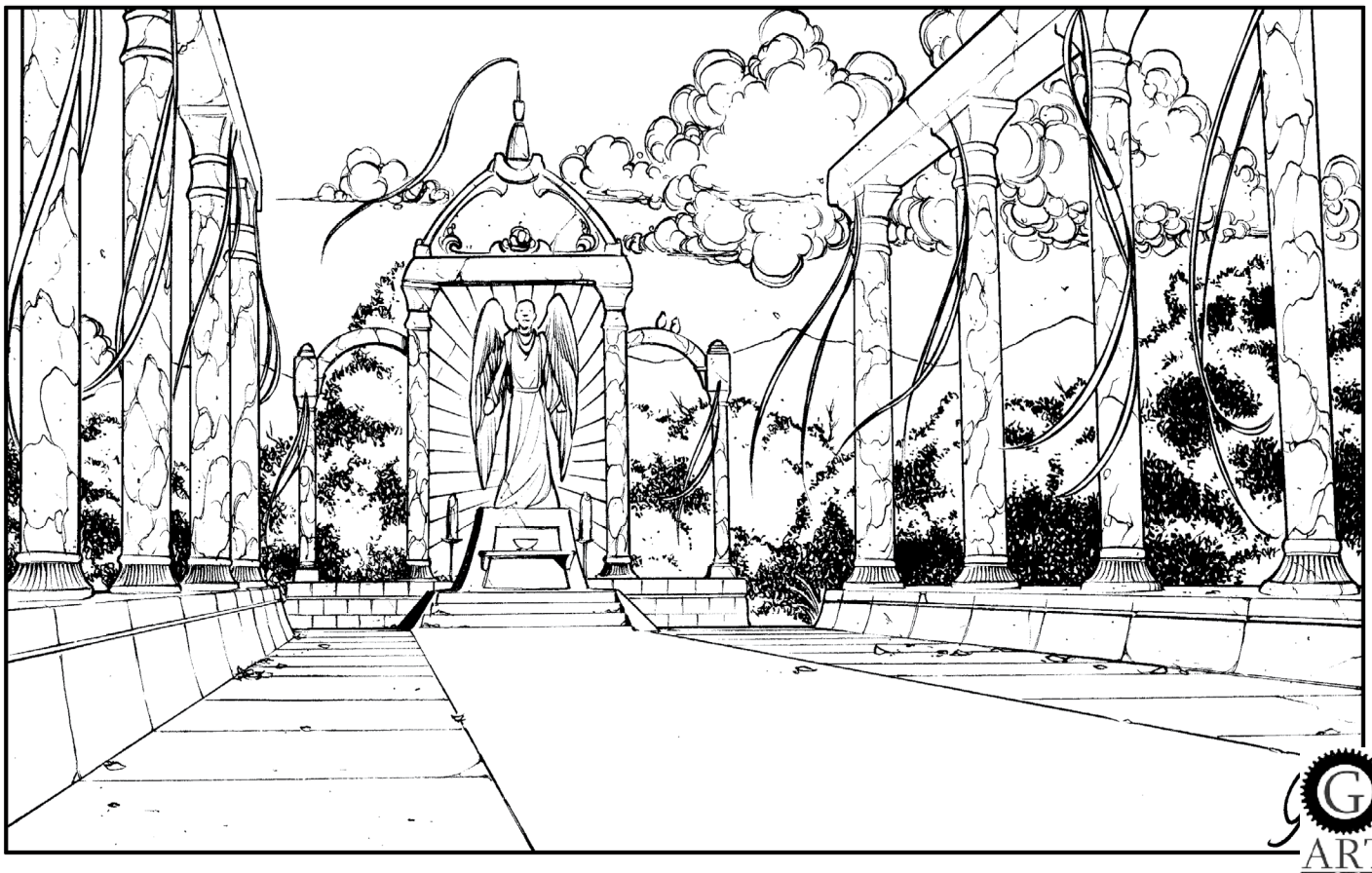
Certainly the finest inn between the Citadel of Ketton and Perlout of the Tall Ships, 'The Major' as it is called by locals, boasts fine rooms, fantastic local food and spirits, and provides bardic entertainment on the weekends. DM Note: Prices are standard as found in various gaming supplementations.

I. Mercenary Garrison:

When it became clear that the local militia could not maintain order in the growing town, the mayor called upon the Seven Houses to provide a stipend for the maintenance of a mercenary police force that could not only watch over Daern Kelton but also the surrounding countryside. Now, the Dragon's Claw mercenary company currently holds the city contract and houses itself in the provided garrison. This small fort, as well as the Tower of Justice and Roslof Keep, are the only truly defensible areas in the town. DM Note: If a fighter is looking for a particular skill to learn, be it 1E or 5E, there are experienced fighters here who can teach most anything.

J. Wayfarer Temple:

No formal temples exist in Daern Kelton as the bulk of the common population still worships nature gods and spirits, but for those who have migrated to the town from around the New Kingdoms, this temple is a place of shared worship to any deity. Typically, four to eight wandering priests can be found here, some of which hold services, attempt conversions, and treat the sick or injured. DM Note: Another great place to get healing potions at a discount, they fall just under



25% of market value, assuming the players will listen to the priest proselytize about his god or goddess. It is also possible to get a patron contract here, a priest providing some free potions to the party in exchange for them placing a medallion of his god on their Mithel Standard. This is done often among the companies, and should be made note of on other banners if the players question it.

K. Roslof Keep:

The old keep, as detailed in ROS1.

L. Apartment House:

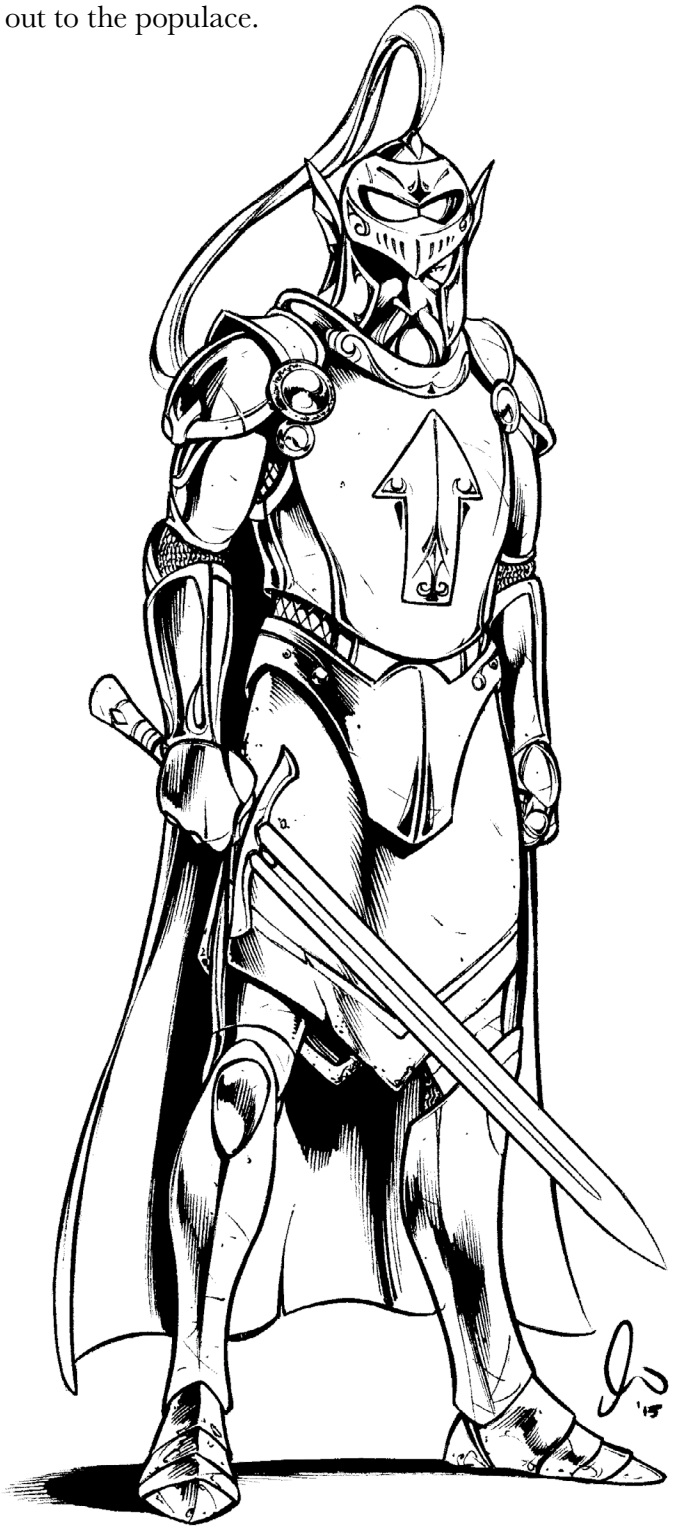
Not all folk in Daern Kelton are permanent residents nor able to afford the price of a standalone home. These transient individuals, including merchants, pilgrims, adventurers, and other wanderers often house themselves in the monthly leasing 'Apartment House,' as it carries no other grand name. This is also a great place to pick up information about the outside world, if such things interest you.

M. Water Clock:

The ancient Nuban water clock in the town still functions, and it sets the time for all those who go about business. It is maintained by a small group of old men calling themselves 'The Time Keepers,' and they work diligently to keep unwanted eyes away from the inner workings of the ancient structure.
DM Note: This is another place which has a secret entrance into the dungeon. That means it will also be subject to 'the corruption' when it arises.

N. Grand Playhouse:

Built by a grant from House Fey'Brace, this fine local theatre provides free entertainment to the local population four times a year during seasonal festivals. When not in use as a playhouse, the Grand Playhouse also functions as the community council building where local politics are discussed and edicts are rolled out to the populace.



Dungeon Master's Notes & Suggestions on Running the Dungeon

As in the previous volume, this section details things I've found useful while running the adventure. Hopefully they will help add a bit to your campaign as well.

1. By this point, the characters have gained enough experience to at least feel confident about the first level of the dungeon, but that shouldn't mean they feel like true heroes of the community. They should still have a great deal of fear of the other companies, and certainly fear of those nobles who seek the banner. They should only be relatively comfortable at the Aldenmier House, but hopefully, infighting has slackened and party conflicts have resolved.

2. A relationship should have begun to form between the characters and Lord Aldenmier. He certainly didn't have too high of hopes for them when they were brought on, but now, after proving they can survive, he will open up a bit, share a celebratory table with them, and spend less time secluded in his study. It should be in these more relaxed times that they find out a bit more about his life story, which you will find in the Arcs & Threads section.

3. The other Noble Houses have begun to realize that House Aldenmier might have found a diamond in the rough with the party, and that does not sit well with those looking to expand their place in the keep. This should be put into play more forcefully than ever, especially with Lord Snee.

4. It is also possible that a vague alliance might have been formed between the Ivory Scimitar and the Blades of Shadow. If this is the case, that relationship can be further fostered by the events unfolding in ROS2.

5. This is a good time to thread any whispers of outside influences that initially motivated the characters to come to Roslof. Nothing overt, just a hint that the character's past is not forgotten, and that at some point whatever compelled them to come here will begin to resurface.

6. Again, I can't reiterate enough how important it is to take your time with dungeon exploration! The second level of the dungeon is almost double the size of the first, and it should take a large block of gaming to clear it, especially with pressure coming into play from other companies taking notice. The Men of Iron should be much more active during ROS2, although it is still unwise as a DM to create a full confrontation inside the dungeon.

7. Dungeon Difficulty: I've had people indicate that the dungeon, especially the traps, are 'too dangerous' for the level of the characters. Now, I always feel that characters have an intrinsic advantage in the game and I therefore tend to be a 'tough' DM. I want a palpable sense that characters can die, and deaths in my dungeons are common. However, that is just me, an old school DM, but remember that this is your sandbox, and you can change anything you like in the dungeon, including the damage of traps!

ART of the genre

Overall Story Arcs and Threads

1.The Ghost of House Aldenmier:

This will be the first true 'out of the dungeon' aspect of the campaign, and will focus on the characters while in the house. The ghost in question is Astrid Aldenmier, wife of Lord Aldenmier, and murder victim of Lord Snee. She will begin appearing to a single character in the party, probably someone who spends time in the house garden where the well is located. It was there that she and her unborn child where drowned when Snee pushed her into the well. She is not a Korean Water Ghost or anything nefarious, simply an apparition of her former appearance that is trying to communicate with a player character to help solve the mystery of her death. In ROS2, she won't actually speak to a character, but will appear suddenly, waving in an attempt to get them closer to the well, and if that eventually works, showing them scuff marks around the lip or other clues suggesting that a struggle took place. If the character behaves friendly, she will provide them a smile, and in ROS3 will begin communicating directly, assuming they gain the Cloak of Etherealness required to give her physical form once more. The full revelation of her secret can come from the DM at any time, although I'd typically suggest holding it back a bit and prolonging the drama. If Lord Aldenmier becomes aware of the true story of the demise of Astrid, he will likely go in a blood rage and try to kill Lord Snee, thus putting the Ivory Scimitar in great jeopardy. However, successful communication with the ghost will provide the players with a unique ally in Roslof Keep, and one that can be utilized to help prove Snee's wrongdoing before revealing anything to Lord Aldenmier. The story arc here leads to many later storylines, and thus I believe will be a true key in the finishing of the dungeon. Astrid will eventually become an integral part, either as an NPC or a PC in later adventures, for clearing the dungeon and helping free Roslof Keep from 'the corruption' caused by a series of earthquakes [see below].

2.The Earthquake:

One thing that must happen during the early gameplay of this module is a small earthquake. Nothing more than a simple event where characters will awake to note an overhead chandelier swinging, an odd sense of movement, and then everything will go back to normal. However, unbeknownst to the players, the earthquake has caused a small breach in the dungeon below. This breach causes the Infernal Machine to believe an outside power is attempting to destroy the dungeon and the artificial intelligence launches a plan to resist the incursion by attacking the city above. Certainly NOT a good event, and one that doesn't truly manifest in ROS2, but the seeds for this need to be laid here. The Infernal Machine's attack, referred to as 'the corruption' will be detailed further in ROS3.

3. The Prisoner:

This important story seed is also available to the characters. At some point, a member of the Black Vanguard was separated from his party and ended up being captured by the Bugbears of level two. He is being held prisoner in room 9A, and is a Dwarven warrior named Brand Ironspark. To this point, the party's interaction with the Black Vanguard should

have been limited, but if they choose to free Brand and help him out of the dungeon, it could be a key to having the Black Vanguard on their side at a later point in the campaign.

4. The 'Feeling':

As the party becomes more familiar with the dungeon, those who have a high enough Wisdom score [15 or higher] begin to get random details of information about the dungeon. These come in flashes of 'vision' or perhaps a ringing of a bell in their mind. What is happening is that the Mithel Standard has begun to attune itself to the party and will be sending bits of important information to them as they move through the labyrinth below. This can be utilized by the DM in many fashions, but I recommend a 'sixth sense' at first, perhaps alerting them to traps or impending dangers such as wandering 'named' monsters. As the attunement grows, the standard will also try to communicate the location of every party that is currently in the dungeon, and on what level they occupy. Thus, as a means of tension, a party member might hear a whisper of 'Men of Iron, level five' in his ear. Later, the message might repeat with the following change, 'Men of Iron, level four', then faster, 'Men of Iron, level three'. Assuming the party is very wary of encountering the Men of Iron, this should send them into a panic and they might flee the dungeon as the standard continues to remind them that the Men of Iron are right on their tail! I had a great deal of fun with this, and remember, as the DM, you can share any information you like through this process.

Adventure Synopsis

ROS2 is of course a continuation of ROS1 and should follow the progress of the Ivory Scimitar from levels 3-5, or thereabouts. The adventure concentrates around clearing the 2nd level of the dungeon, and as this level of the dungeon is larger, and the party has begun to make a name for themselves, the difficulty level is taken up a notch. There will also be the added adventure possibilities that arise from the expanded setting, including the town of Daern Kelton, and the appearance of the ghost of Lord Aldenmier's wife.

Solving that mystery, defending their Mithel Standard, and dealing with outside forces like a small earthquake will keep the adventures on their toes throughout ROS2.

The Infernal Machine

If this is your first module in the ROS series, I suggest finding a copy of ROS1 for a stronger explanation of the Infernal Machine, but nonetheless I'll hit a few points here to get you started.

1. The Infernal Machine is an A.I. driven magical construct that works against players trying to clear the dungeon. In essence, it is the will of the DM manifested in physical form inside the campaign.

2. It is responsible for the creation of all monsters inside the dungeon, and although it typically only generates them in rooms with fully closed doors, it has a handful of 'special' monsters that it reuses again and again, especially if they are known to be disliked by the party. In ROS1, these were Gex the Kobold Sorcerer, and the Sly Six.

3. This time around, the Infernal Machine only has one surprise waiting for the players, that being Nargroth the Minotaur. This devious and powerful monster loves nothing better than trapping parties in his maze and then hunting them down. He also considers the second floor of the dungeon his personal haunt, and may be found anywhere in it after his initial encounter with the players in Room 13. Nargroth is considered a standard Minotaur save that his HD are always two higher than the highest level member of the party. If this puts him above 6 HD, he will have three attacks every other round. His favorite tactic, and one that he is very good at, is sneaking up on a party from behind and attempting to behead the last member in the line. He surprises on a 3 in 6.

[Stealth +6 versus party's passive Wisdom (Perception)]

Art of this Issue

ROS2 begins with the cover. This piece, entitled 'The Fat Lady Sings' was done by artist Jim Holloway but was considered too busy to warrant use by any art directors out there. To me, however, it was a shining example of what makes Holloway's art so perfect for gaming, humor. I was very pleased to have the opportunity to use it, and once Jim saw the layout he said, 'It is the cover I've waited my whole career to have.'

My 'iconic' character for this issue's back cover is the sea elf Arkolof Wavesplash, and as with Folio #1 and Else Clarion Moonbright, he was done by artist Michael Wilson who also does half a dozen interior illustrations. The first time I saw Wilson's work was in Palladium's Rifts setting, and from that moment on I considered him a great successor to the early 1980s artwork of TSR artist Jeff Dee.

Artist Jeff Laubenstein, who created the 'Eastern Bravos' cover for Folio #1, contributes a great color piece for the back cover and two interior illustrations. I've always been the biggest Laubenstein fan out there, and anything I create will always have room for his work. He and I also partner up to create the Raman Doodles cartoons for each issue.

Considering my love of Jim Holloway's work, I was incredibly excited to see the homage style to Jim's work in artist Brian Thomas who contributes some fun interior illustrations for the dungeon booklet this time around. Thomas is an up-and-comer in the OSR art department, and I hope more of his work slips into fun supplements as the years go by.

All of our 3D maps were created in Photoshop® by our tireless designer Andrew Rodgers, and every time I see one of them I'm blown away at the detail he manages to get out of old graph paper sketches. Draftsman G. Scott Swift does our 'blue' 2D map to add even more OSR nostalgia to each issue, and it always makes me proud to see it displayed on the back of the dungeon booklet.

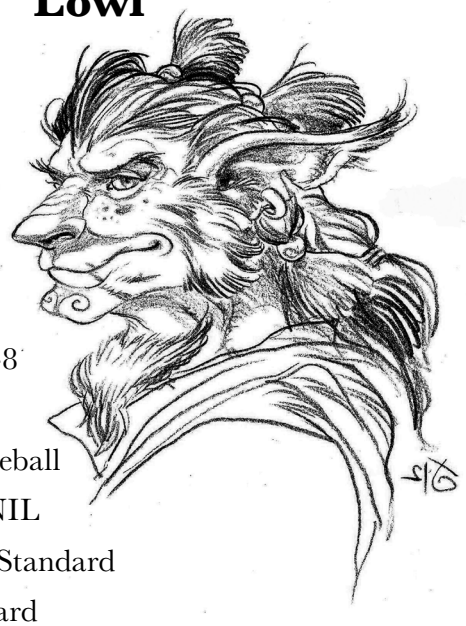
Artist Chet Minton adds some 'color' with a great cover piece for the Gazetteer. I've worked with him before on Gygax Magazine, and was very pleased to include a piece of his here.

I was also looking to add a bit of 'Trampier Art' to the issue, and had artist Matthew Ray do the minotaur piece you see with this section using some of the Tramp techniques which so many art fans of the OSR love.

Lastly, artist Travis Hanson once again does a great action-filled interior cover for the dungeon booklet. Travis and I have worked together regularly on Gygax Magazine, and I think his comic style and sense of movement really help set the stage for the adventure to come.

New Monster

Lowl



Chaotic Neutral
Armor Class: 5
HD: 2
Hit Points: 20
Move: 9"
No. of Attacks: 1
Damage/Attack: 2-8
Special Attacks: Flametongue & Fireball
Special Defenses: NIL
Magic Resistance: Standard
Intelligence: Standard
Size: M
Psionic Ability: NIL
% in lair: 20%
Treasure Type: L, M

Lowl: AC 15, Speed 30 ft, HD 5, Attack: 1, Hit +6, Damage 7 (1D6+4) or Two-handed 9 (1d8+4), Flametongue

The ancestral home of the Lowl is the fertile region around the Aligo Crucible volcano, a good distance northeast of Taux and deeply inland of the Free Coast. It was traditionally believed among the Lowl that the wolf-headed fire demon Vitcoska, who lives in the Crucible's caldera, had shaped them in her own image as her chosen people. In other words, they had been reshaped by the influence of the elemental plane of fire beneath the volcano, hence their mid-fire talents.

The traditional Lowl are content to hunt across their ancestral lands, moving between their settlements according to the seasons as prey animals migrate and change. They have an art

and culture of their own. Their society is essentially tribal and they have regular council gatherings of representatives from each extended family/pack to decide on laws and to deal with transgressors. They tend to be mostly peaceable amongst themselves because they are such good fighters that conflict soon turns very bloody with savage losses on all sides.

Some more adventurous Lowl leave their ancestral lands to travel along the trade roads of humanity. These typically become mercenaries and personal bodyguards for the rich. They have keen sight and hearing, as well as a sense of smell that rivals any standard canine. Couple these with their large stature, natural strength, and elemental fire mastery, and they are formidable to the extreme.

Their innate fire 'spark' allows them to create a small rift in the elemental plane of fire and bestow it on their weapons. This power manifests in a type of 'Flametongue' effect on any weapon they carry adding a standard +1D4 to damage. Some legendary Lowl have also been said to throw fireballs in battle, but this is extremely rare.

Greater Lowl can be found with even higher hit dice than the standard, including Pack Leaders [6HD/ +1D6 Flametongue blade effect] and Territorial Champions [8HD/ +1D8 Flametongue blade effect]. Lowl healers and medicine men are to be considered 8th level Druids for the purpose of spells. At 10 HD or greater, Lowl can manifest and throw Fireballs with attack dice equal to their HD. At 15 HD, they are considered to be under the effect of a constant Fire Shield spell.

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Cartography: Mark Timm, Andrew Rodgers & Scott Swift
Design/Layout: Andrew Rodgers
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Color Module Back Cover Art: Michael Wilson & Jeff Laubenstein
Color Interior Cover Art: Gazetteer Chet Minton; Dungeon Travis Hanson
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The Folio

Folio Module ROS2

The Tremors in the Machine

An Adventure for Characters Levels 3-5

Folio Module ROS2 The Tremors in the Machine

by Scott Taylor and Mark Timm

Folio Module ROS2

The Tremors in the Machine

An Adventure for Characters
Levels 3-5

Player's Introduction:

The second level of the dungeon is much like the first, although larger. The party must once again 'defeat' every standard room [excluding traps & secret rooms] before it will be allowed to journey into the third level of the dungeon.

One caveat is that the Infernal Machine believes it is under assault from an outside entity because of the recent earthquake. To combat this, it has unleashed a deadly and corruptive violet fungal 'corruption' into the dungeon that it wants carried to the surface.

Having its own set of rules, the Infernal Machine won't actively use the corruption against members of any Banner Company, although it is not above using them as a kind of 'Typhoid Mary' carrier of the corruption. Thus, members of any company that come into contact with the fungus and fail a saving throw versus poison are considered to be carriers of the magical corruption, although they manifest no signs of sickness because the magic of the banner protects them.

The corruption takes several days to manifest once exposure has happened, with sentient entities first showing signs of violet blotches on their skin, then losing their hair, and finally manifesting morel fugal heads, clawed nails, and elongated tongues. This process can take up to a week to fully maturate, and once the process is complete, attacks from the corrupted can spread the corruption to others.

Since the corruption is not considered a disease, cure disease spells will not work against it, and only a dispel magic versus a 20th level caster will expel the corruption from a single target.

The spread of this sickness is not supposed to be something that takes place in ROS2, as the room in which the corruption lies is in the farthest part of the dungeon from the entrance, but it is there to lay the groundwork for the troubles that arise in ROS3.

Otherwise the dungeon plays as normal, and to eventually find the entrance to level three of the dungeon, the characters must first locate an ankh located in the nest of the Manticore in Room 28.

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

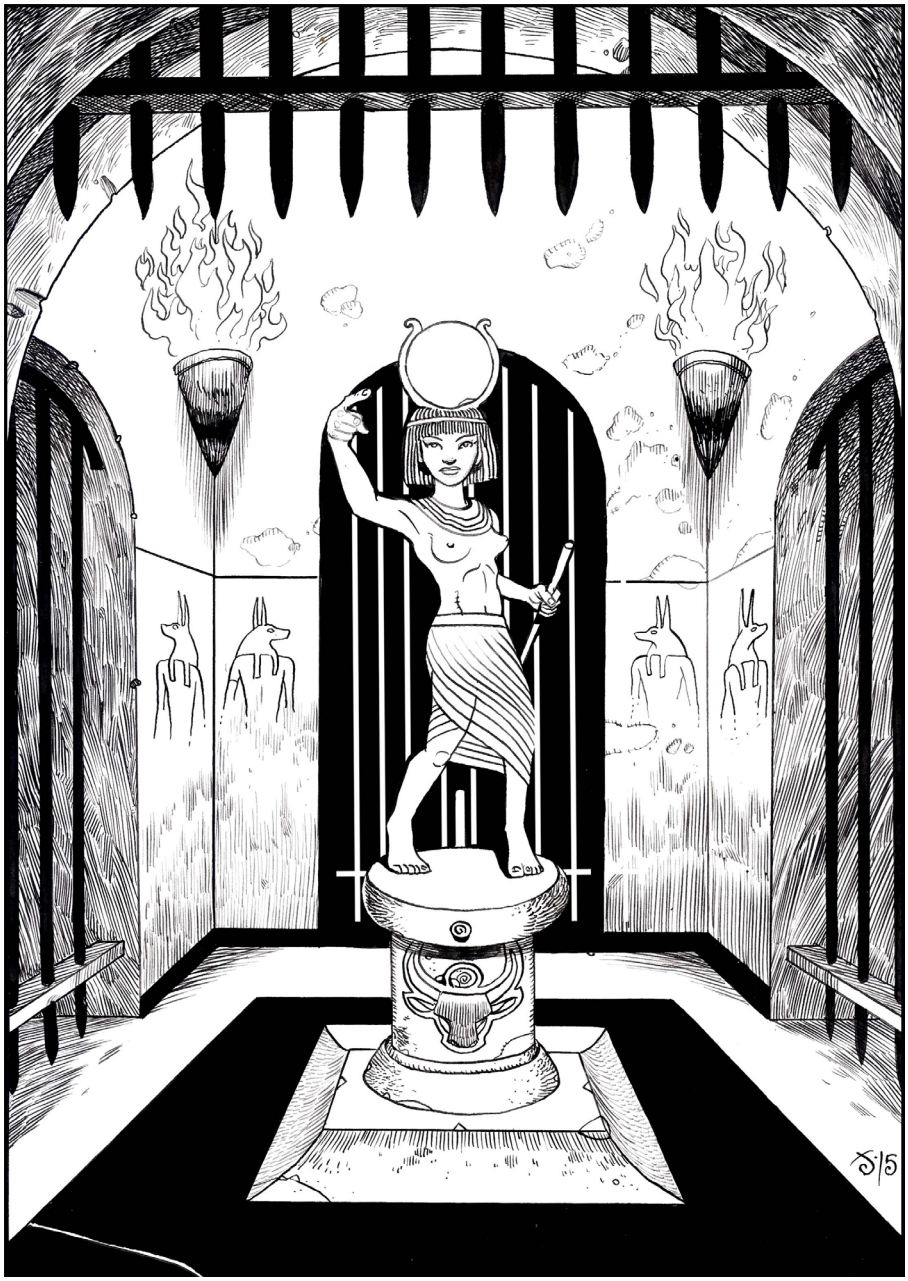
Room 1

This large square chamber is made of dark carved stone and lit by four blue braziers that hang high up in each of the four corners. It is dominated in the middle by a large stone statue of a Nuban priestess or queen pointing directly at the stairs. Behind her, a sturdy metal bar protrudes from the base of the statue. Three hallways exit the chamber to the east, west and south, each with a metal portcullis barring it from use.

There is a bit of a riddle to this room. First and foremost, the statue is the key to the portcullises in the chamber. Wherever the statue points, the portcullis will open. Otherwise ALL other portcullises will be down & closed.

Thus, when the party first enters from the stairs, the statue will be pointed directly at them. If the base is revolved by using the metal bar, STR 15 or higher, the portcullis the statue is pointing at will open and the portcullis leading to the stairs will close. This will grant the party access to the dungeon. However, should another party come back this way, they might move the 'bar,' thus giving them access to the stairs, but in return trapping the party in the dungeon! The only way around this mishap is for the party to know the second entrance/exit to the 2nd level that is found directly across from the door to Room 16.

The portcullises are magically locked, and a Knock Spell should be treated as a Dispel Magic versus a 20th level caster to open one. It will reclose in five minutes if the spell is successful.



Room 2

Rubble fills this room as though some kind of collapse has taken place. Movement is limited between the piles of debris, but there are paths that lead toward the rear of the 30'x30' square chamber.

Within the debris piles are two Gricks, both of which are hungry for a meal. They will await the party coming at least 10 feet into the chamber before attacking and will surprise on 3 or less.

2 Gricks [AC 6, HD 6, HP 25, 23 , #AT 2, D 1D6 [Tentacles]/1D8 [Beak], +1 or better weapon to hit]

Treasure

Wooden Round Shield +1, 370 gp, 210 sp, magic-user scroll case containing Web, Fire Ball, Spider Climb scrolls.

2 Gricks [AC 14, HD 6, HP 27, 27, #AT 2, Hit +4, Dam: Tentacle 9 (2d6+2), Beak 5 (1d6+2), Damage Resistance (non-magical), Multiattack.

Room 3

Upon opening the door, you gaze across a dimly lit chamber that extends twenty feet before the door. On the far side of the room is another door directly across from the entry. The door is flanked on both sides by three pillars, each topped with a hideous stone reptile with the head of a cobra and the wings of a bat.

The door in this chamber is fake, but will help to draw players into the range of the gargoyles that are prepared to drop on the party once they are within range. The gargoyles are fairly obvious foes, but will still surprise the party on a 2 or less unless the players have identified they are preparing for an assault from above.

6 Gargoyles [AC 5, HD 4+4, HP 24, 22, 22, 20, 18, 18, #AT 4, D 1-3/1-3/1-6/1-4, +1 or better weapon to hit]

Treasure

A silver idol of a Nuban Cat with sapphire eyes (450 gp total value).

6 Gargoyles [AC 15, HD 7 +21, HP 52 (x6), #AT 2, Hit +4, Dam: Claw 5 (1d6+2), Bite 5 (1d6+2), Damage Resistance (non-magical), Multiattack

Room 4

A six-foot-wide and eight-foot-high dark metal door bars your passage farther down the hall. It bares several dozen runes around the edge of the frame and has a single indentation in the center that resembles an ankh.

If the ankh found in Room 28 is placed into the door, read the following: ***The ankh glows and the sound of metal gears grinding echoes down the hall. After perhaps ten seconds, the door opens to reveal a dark hall stretching thirty feet before the party. At the twenty-foot marker, the dark stone walls are replaced by silvered mirrors that reflect the light from the party onto intricately carved stone tablets on the floor.***

This is a hall of mirrors that leads to the 3rd level of the dungeon. The carved flooring conceals four pressure plates that will trigger secret doors behind the silvered mirrors to open around the chamber. A single triggering of each trap will open all four doors and release four Flesh Golems into the halls. The closest Golem to the players will attack in the second round after triggering the trap, and a new Golem will show up every three rounds thereafter [total of 3 Golems].

Combat in the mirrored halls is extremely confusing, the reflected light from the silvered-metal walls makes it hard to effectively attack foes. Anyone fighting under these conditions is considered to be at -2 to attack. The Golems, however, do not suffer this penalty.

When fighting in this environment, all characters are considered to be at a disadvantage, assuming they need to use standard vision to fight [true seeing will cancel this effect]

3 Flesh Golems [AC 9, HD 8, HP 40 each, #AT 2, D 2-16/2-16, +1 or better weapon to hit and certain spell immunities]

The pressure plates can be avoided with a successful detect traps roll, but the party must be actively searching, and they will be forced to move over at least two of the plates to make it to the stairs to level 3.

If they do make it to the stairs, and have cleared all rooms [save secret rooms or trap rooms] on the 2nd level of the dungeon, they can pass down into level 3. However, if they have yet to clear the dungeon level, a blue glow will surround the stairs and not allow them to pass until they have cleared all rooms.

Treasure

None.

3 Flesh Golems [AC 9, HD 11+44, HP 93, 90, 85, #AT 2, Hit +7, Dam: 13 (2d8+4), Magic Resistance (advantage on all saves), Lighting Absorption, Aversion to Fire, Berserk*, Multiattack

Room 5

The heavy scent of musk assaults your nostrils as you open this door. Before you, rising up on their hind legs is a group of four White Apes, their blood-red eyes and yellow-tusk filled mouths providing a horrifying greeting.

The White Apes will attack the party in earnest, attempting to divide the group while one of them rushes the spell casters.

4 White Apes [AC 6, HD 5, HP 30, 22, 20, 18, #AT 3, D 1-4/1-4/1-8, rending +1-8 if both fist strikes hit]

Treasure

2 small rubies (200 gp each), +2 elven hunting knife (dagger).

4 White Apes [AC 12, HD 3+6, HP 19 (x4), #AT 2, Hit +5, Dam: Fist 6 (1d6+3), Multiattack

Room 6:

Six tufts of tall grass grow about the floor of this thirty-foot square chamber. Ambient light comes from a dusky glow in the ceiling, but does not illuminate through the thickets of grass.

A concealed Cockatrice lurks inside the grass, ready to rush out at a single searching player, attempting to turn him to stone, and then return to the grass to try again.

Cockatrice [AC 6, HD 5, HP 30, #AT 1, D 1-3, a successful hit with their beak will cause 'flesh to stone' and requires a saving throw to avoid]

Treasure

Platinum diamond ring (500 gp).

Cockatrice [AC 11, HD 6+6, HP 27, #AT 1, Hit +3, Dam: Bite 3 (1d4+1), victim must succeed on a DC 11 Constitution saving throw or be magically petrified*

Room 7

The door opens into a dark chamber. Any light source casts shadows about a long chamber, roughly twenty feet wide and thirty feet deep, that is filled with stalactites and stalagmites as well as a chorus of dripping water.

A Cloaker lurks in the rock above, and waits for the players to move beneath it before enveloping one of them.

Cloaker [AC 3 (1 for the tail), HD 6, HP 34, #AT 2 (tail) + special, D 1-6/1-6/special, once enveloped with a successful hit, the Cloaker causes 1-4 + the unadjusted AC of the victim each round. Damage inflicted on the Cloaker will cause ½ damage to their enveloped prey]

Treasure

250 scattered gold pieces among the various 'mites', small Bag of Holding that contains a human sized chain shirt +2.

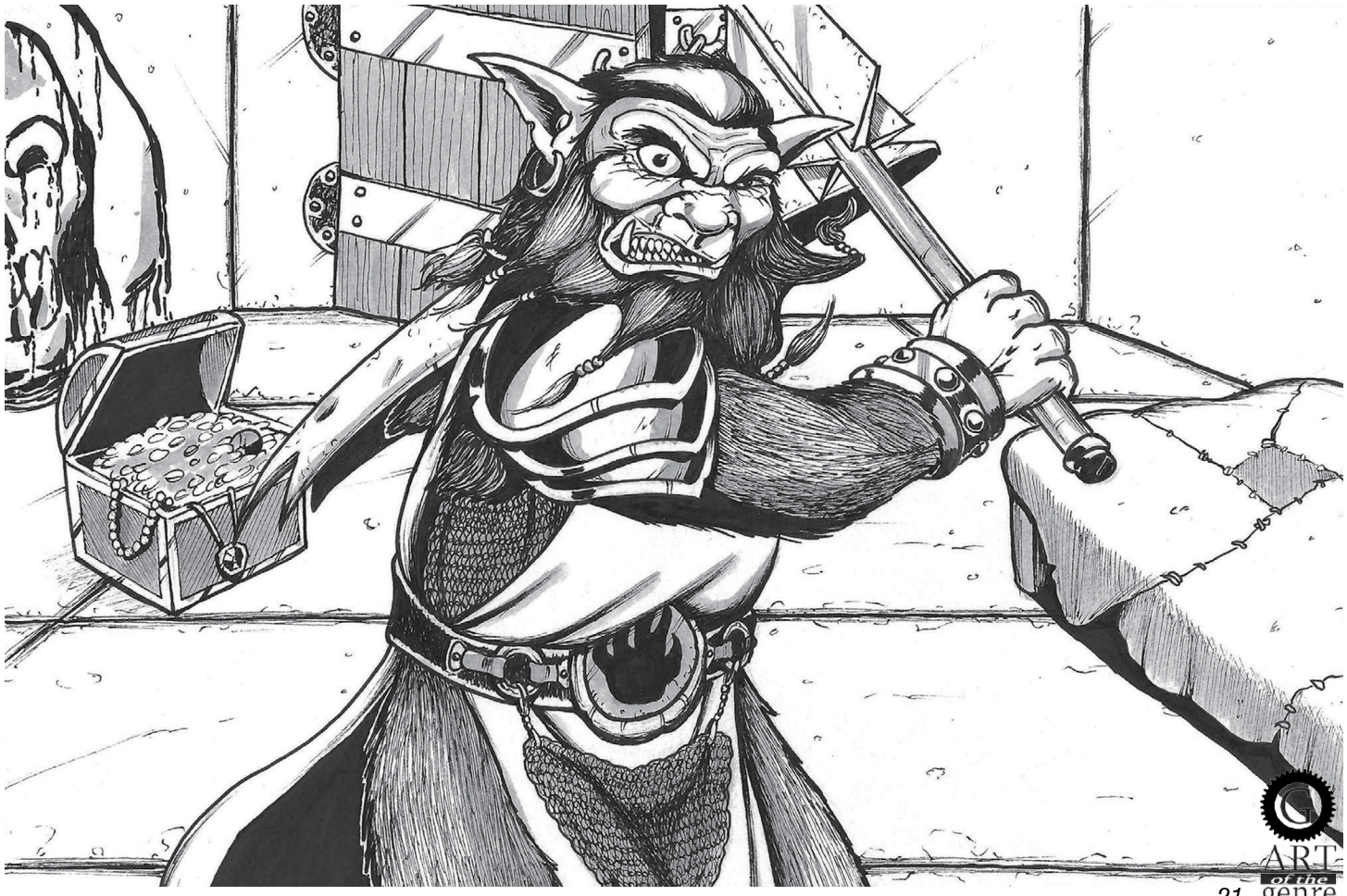
Cloaker [AC 14, HD 12+12, HP 78 #AT 2, Hit +6, Dam: Bite 10 (2d6+3), Tail 7 (1d8+3), Moan (DC 13 Wisdom or become frightened), Phantasm*, Multiattack

Room 8

You note that the door to this chamber has been propped open and the reek of unwashed bodies, oil, leather, and rancid food pours out into the hall as you open the door to this chamber. Inside, a small group of heavily armored humanoids gather around a cooking pot emitting an oily smoke. Behind them, a single door stands slightly ajar on the south side of the chamber.

A small band of Bugbears calling themselves the One Tusk, has survived an encounter with another adventuring company and set up a base of operations here. They have figured out that if they keep the room doors slightly open, new monsters won't generate, thus the door in the room, as well the door to the hall, have been wedged open.

7 Bugbears [AC 5, HD 3+1, HP 15, 14, 14, 13, 12, 11, 10, #AT 1, D 2-8]



Once combat begins, the Bugbear cleric from Room 9 will appear in round 2 and begin to assist his tribe members with spells.

Bugbear Cleric [AC 5, HD 6, HP 30, #AT 1, D 1-6, spells: Cure Light Wounds, Protection from Good, Sanctuary, Hold Person, Chant, Silence 15' Radius, Animate Dead (which he will readily use on fallen Bugbears), Cause Blindness, Cause Disease]

Treasure

500 sp among the Bugbears, while the Cleric has an ivory scabbard (75 gp) and a +1 Ring of Protection.

7 Bugbears [AC 16, HD 5+5, HP 25 (x7) #AT 1, Hit +4, Dam: Melee Weapon 11 (2d8+2), Surprise Attack (if successful strike on the 1st round cause an additional 2D6 damage), Brute*

Bugbear Cleric [AC 17, HD 10+20, HP 70, #AT 2, Hit +5, Dam: Melee Weapon 12 (2d8+3), Brute*, Surprise Attack*, Spells 4/3/3/ (Bane, Cure Wounds, Inflict Wounds, Protection from Good, Hold Person, Spiritual Weapon, Silence, Animate Dead, Mass Healing Word, Feign Death), Multiattack

Room 9

This ten-foot square chamber is laden with a small cache of treasure, a bed made of skins, and has one wall with crudely painted [perhaps in blood] images of death and some fell deity. At the south wall of the chamber a door has been slightly propped open but a heavy chain hangs from it that would keep it from opening more than a couple of inches.

Assuming the party has already defeated the Bugbear cleric, this room is clear of enemies.

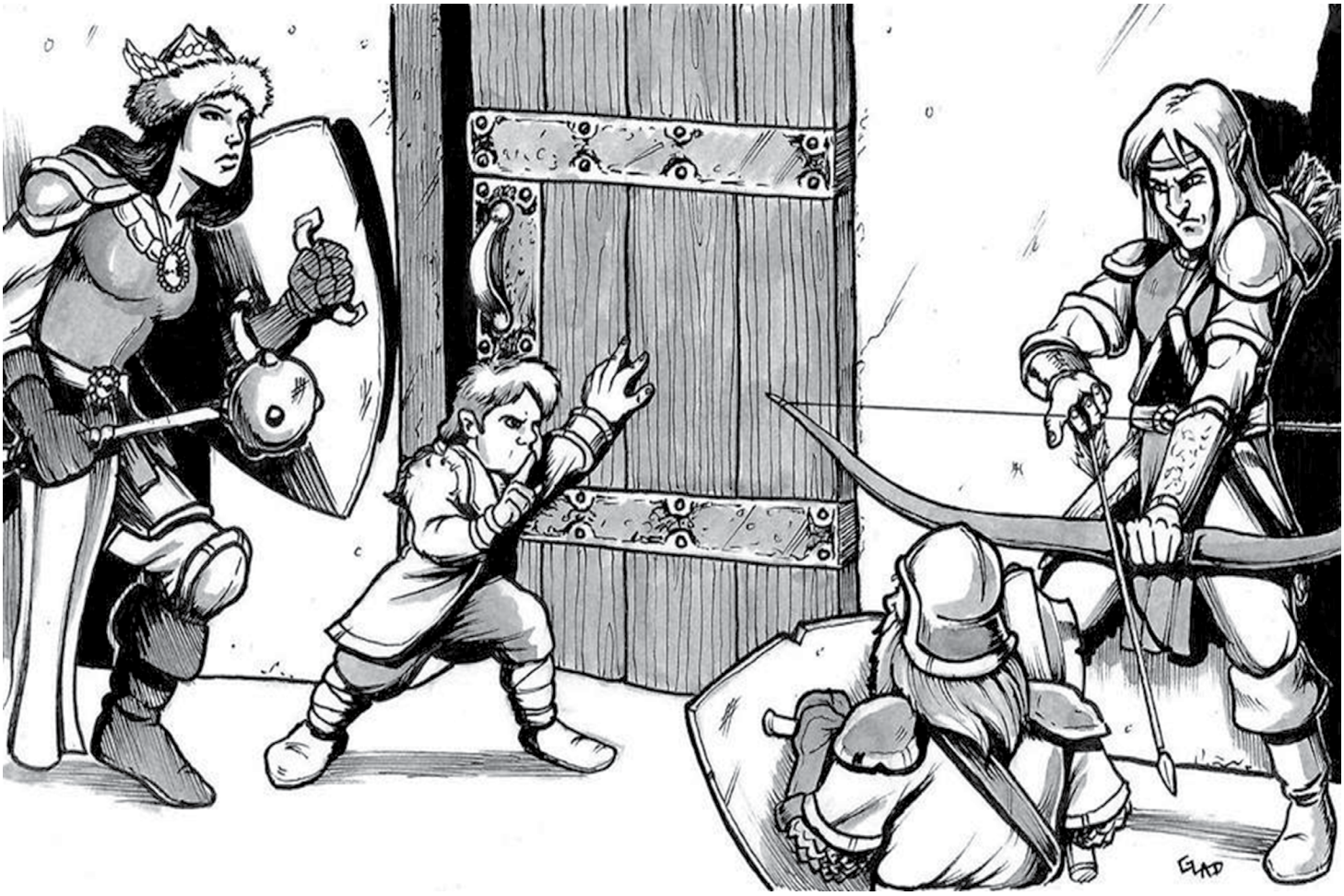
Treasure

400 gp in the treasure cache along with a single ruby (200 gp).

Room 9A

The reek of bodily functions and blood waft out of the chamber once the door is fully opened. Inside, a naked dwarf is prone and bound with leather cords around his hands and feet. Otherwise, the room is empty, save for refuse.

The dwarf is, Brand Ironspark, a member of the Black Vanguard who was separated from the rest of his company on level four of the dungeon. He managed to make it to level two solo, but was overcome by a Bugbear patrol and has been in their possession for a couple of



days as the Bugbear cleric readied for a bloody ritual of sacrifice.

If offered the opportunity, Ironspark will join the party until they reach the surface where he will thank them and then return to his own company.

[AC 10, HD 6 (fighter), HP 8 (40), #AT 3/2, D by weapon, high strength +1/+1]

Treasure

None.

Room 10

Ape musk, heavy and oppressive, slips from this room as you open the door. Without warning, a massive four-armed White Ape charges into your midst in a flurry of claws, fists, and fangs.

This creature is a Gorillian and under a powerful rage. It will attempt to grab and rend anything coming through the door.

1 Gorillian[AC 5, HD 5, HP 30, #AT 5, D 1d8/1d6/1d6/1d6/1d6, Size L, if 2 or more fist attacks hit, the creature can rend the target for another 1d8 damage per round]

Treasure

+2 Longsword in a fine leather scabbard. The sword's name is 'Ilanbard, the Taker of Breath' and once a day it can steal the air from an opponent's lungs causing them to lose all attacks the round after being struck with the power.

1 Gorillian [AC 15, HD 6+12, HP 48, #AT 5, Hit +6, Dam: Fists 7 (1d6+4), Bite 8 (1d8+4), Multiattack (4 fists and 1 Bite), Rending (if 2 or more fists his the target takes an additional 10 (1d12+4) damage)

Room 11

Inside the door, a ten-by-ten hall leads to a larger darkened chamber beyond. Scratched into the wall at the left of the opening, the initials EO and the words 'was here' catch the light from the hall in a yellowed glow. At your approach, the sound of a thousand whispers slithers into your ears as a great mound of flesh, teeth, and eyes undulates on the floor, pseudopods reaching out to attack.

The creature is a Gibbering Mouther and will attempt to strike 1 character with all of its tentacle mouths. Once 3 have attached, the character must roll 2D6 and on a 4 or less is pulled down and the Mouther will flow over the victim attacking them with 12 'lower' mouths, while also repeating the process of the 'pull down' on the next victim.

Gibbering Mouther [AC 1, HD 4+3, HP 20, #AT 6+, D 1 (X6), +1 per round (once fastened to target), spit (save vs. petrification or be blinded for 1 round), babble (save vs. confusion)]

Treasure

None

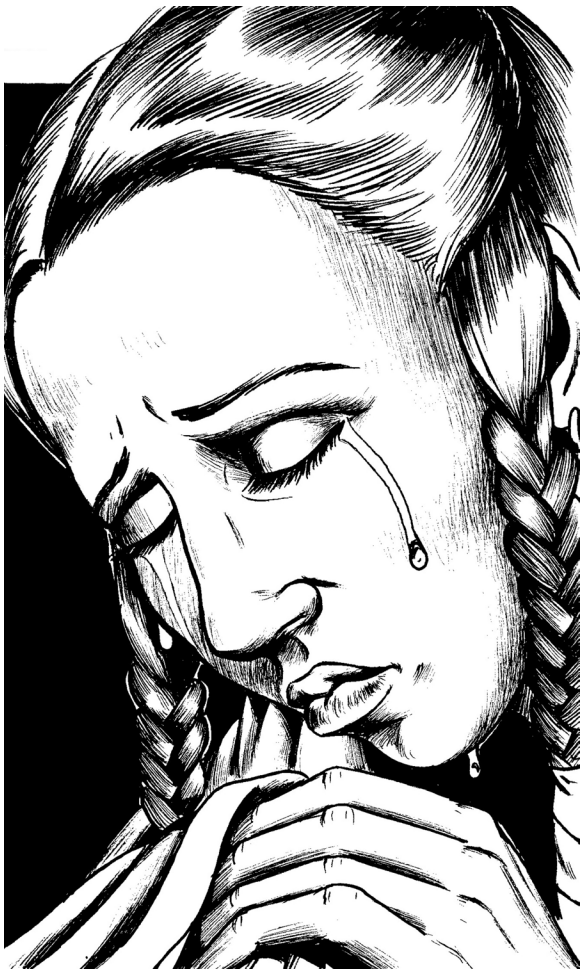
Gibbering Mouther [AC 9, HD 9+27, HP 67, #AT 2, Hit +2, Dam: Bite 17 (5d6+), Spit (15' range and 5' radios light flash causes DC 13 Dexterity save or blinded 1 turn), Gibbering (20' DC 10 Wisdom save or lose actions until next turn plus random action roll*), Aberrant Ground*

Room 12

Once again the power of the dungeon's ability to create noxious fumes brings water to your eyes and a lurch to your stomach. Inside this thirty-foot square room are several piles of rotting flesh and a haze of tiny black insects buzz in clouds above them.

There are three Carrion Crawlers inside the flesh piles that will attack the party once they have moved into the room. The Crawlers don't do damage [1E], but will attempt to paralyze the entire party and then feed at their leisure.

3 Carrion Crawlers [AC 3 (head)/7 (body), HD 3+1, HP 15, 14, 10, #AT 8, D --, paralysis]



Treasure

Ivory Statue of a woman crying (500 gp).

3 Carrion Crawlers [AC 13, HD 6+18, HP 51, 48, 44, #AT 3, Hit +8 (Tentacles)/+4 (Bite), Dam: Tentacle 4 (1d4+2), Bite 7 (2d4+2), A successful strike with a tentacle forces a DC 13 Constitution saving throw or become paralyzed by poison turn until saving throw is made, Multiattack

Room 13

The door opens to a dark hallway that takes an immediate turn to the north. Ahead, you can see that it turns again, obscuring your view.

This is the mini-labyrinth of Nargroth the Minotaur who is another recurring monster in the dungeon for the players. Currently Nargroth is located behind a secret door inside the maze, but once the party has moved to a point where he can cut off their escape, he will emerge, follow, and finally attack them from behind. Once defeated, Nargroth can reappear anywhere on the 2nd level of the dungeon, typically behind the party, especially when there are traps ahead and he can try to force them to retreat over them without searching.

Nargroth is further described in the Infernal Machine section of the Gazetteer booklet.

[AC 4, HD 8+3, HP 54, #AT 5/2, D 2-8 + 2, special]

Treasure

Located inside Nargroth's secret hiding place, the following loot can be found: Leather Armor +3 [small size for gnome or halfling], Boots of Elvenkind [standard size], Wand of Fireballs [20 charges], 1300 gp in assorted gems.

Nargroth [AC 14, HD 11+27, HP 96, #AT 2, Hit +6, Dam: Great Axe 19 (2d12+6), or Gore 13 (2d8+4), Charge (extra 2d8 on Gore), Labyrinthine Recall*, Reckless (can attack at advantage, but then all attacks against him are at advantage as well), Multiattack

Room 14

Darkness lies beyond the threshold of this door and the air smells stale and dry. Your light flickers as if combating the darkness, but the shadowed chamber beyond looks empty although the corners some twenty feet away on either side refuse to relinquish their hold on the darkness.

This room is home to a Shadow Haunt, which is an increased HD Shadow [+3 HD]. It waits for the players to come close enough to touch, and then attacks. It seems to understand that it must be destroyed for the players to move to the next level of the dungeon and therefore will play a game of cat and mouse as it tries to waste time and drain as much STR from the party as possible.

1 Shadow [AC 7, HD 5+3, HP 25, #AT 1, D 2-5 + one point of STR drain on each hit]

Treasure

Once the Shadow is destroyed, a grey cloak with deep ash runes along the edge can be seen in one corner. This is The Cloak of Two Worlds. It acts as a standard Cloak of Protection +2, but 3/day it can cause the 'Etherealness' effect for up to 10 minutes. If placed on a ghost, it will give the ethereal creature physical form. This effect does not restore 'life' to an undead, but it does make an ethereal body whole again, with pale and cool skin that is essentially cold blooded.

1 Shadow [AC 12, HD 6, HP 27, #AT 1, Hit +4, Dam: Touch 9 (2d6+2), Strength Drain on each successful attack drains 1d4 STR from victim, Amorphos*, Shadow Stealth*, Sunlight Weakness*

Room 15

The door opens to a buzzing sound that ends in a loud crack. The smell of brimstone fills the air, but otherwise this twenty-foot square chamber is empty.

This is a broken room that provides a buzz/pop upon entry. This room has been damaged by the earthquake felt at the beginning of the adventure. It is one of the prime reasons why the Infernal Machine is now creating 'the corruption' to attack the outside world.

Room 16

Upon inspection, the door has been wedged open. An octagonal chamber rests behind the door and the sounds of skin slapping and heavy grunts greet your ears. Inside, a small group of grey-skinned and stringy white-haired humanoids participate in a wrestling match on a dirt floor, your intrusion causing the combat to cease before they let out a cry of rage.

A tribe of Grimlocks have managed to survive in the dungeon's 2nd level for a few weeks, and to keep themselves entertained and fit, they now use this chamber as a way to exercise.

8 Grimlocks [AC 5, HD 2, HP 10 (x8), #AT 1, D 1-6, see invisible and blinded by bright light]

Treasure

50 gp, 200 sp, Amethyst (200 gp), Red Spinal (175 gp), Monk's Belt (grants the wearer all the abilities of a Monk ¼ their level, minimum Level One. Thus, a 12th level fighter with this belt would also have the abilities of a 3rd Level Monk, although not the extra hit dice.)

8 Grimlocks [AC 14, HD 6, HP 27 (x8), #AT 2, Hit +4, Dam: Tentacle 9 (2d6+2), Beak 5 (1d6+2), Damage Resistance (non-magical), Multiattack

Room 17

If the smell of unclean humanoid or rotting flesh had a child, it would describe the reek that plunges from this chamber as you open the door. Within, a dense green fog reflects your light source making the murky depths within impossible to see.

Two Trolls lurk within the fog and will attack from concealment once the players make their way into the room, surprising on 2 in 6.

2 Trolls [AC 4, HD 6+6, HP 25, 22, #AT3, D 5-8/5-8/2-12, regeneration at 3 HP per round]

Treasure

740 gp, Ring of Protection +2, Warhammer +2, 2 Potions of Extra Healing.

(**Potion of Greater Healing**)

2 Trolls [AC 15, HD 8+40, HP 84, 73, #AT 3, Hit +7, Dam: Claws (x2) 11 (2d6+4), Bite 7 (1d6+4), Keen Smell*, Regeneration (gains 10 HP at start of every turn), Multiattack

Room 18

Upon opening the door, the howl and guttural thrum of great apes echo from the chamber walls.

More of the dreaded carnivorous White Apes occupy this room. The four housed here are just as angry and ferocious as others in the dungeon and will attack on sight.

4 White Apes [AC 6, HD 5, HP 30, 22, 20, 18, #AT 3, D 1-4/1-4/1-8, rending +1-8 if both fist strikes hit]

Treasure

Small platinum monkey skull (1000 gp), Quarterstaff +3.

4 White Apes [AC 12, HD 3+6, HP 20 (x4), #AT 2, Hit +5, Dam: Fist 6 (1d6+2), Multiattack

Room 19

The door to this chamber opens slightly before some resistance is given as you force it the rest of the way ajar. Trash, perhaps accumulated from dozens of rooms, spills out of the thirty-foot room with two doors, one on the south wall and one on the west.

A Neo-Otyugh resides inside the piles of trash, and if the players investigate, it will rise up and press an attack, attempting to pull party members into the refuse and bury them.

1 Neo-Otyugh [AC 0, HD 12, HP 80, #AT 3, D 2-12/2-12/1-3, disease]

Treasure

200sp, 250 gp, Wand of Cure Moderate Wounds (38 Charges).

(Wand of Greater Healing 4d4+4)

1 Otyugh [AC 14, HD 12+48, HP 114, #AT 3, Hit +6, Dam: Tentacle (x2) 7 (1d8+2) +4 (1d8), Bite 12 (2d8+3), Tentacle Slam (medium or small creatures grappled by at tentacle must make a DC 14 Strength saving throw or take an additional 10 (2D6+3) damage and are stunned until the end of the otyugh's next turn), Multiattack

Room 20

The smell of tangy incense and the call of a tropical bird greet you as you open the door to this chamber. Light from two smoking braziers lights a thirty-foot chamber that is decorated with plants and intricate painted screens. At the center, a large man with a tiger's head is seated at a table of polished black wood. He smokes a long pipe and slowly shuffles a deck of brightly backed cards as a bird on a stand behind him twitters away.

This is the lair of the Rakshasa Card Sharp, an interesting character generated by the Infernal Machine who prefers to play a game of chance against a character before he kills the party. He will greet the players cordially, offering any one of them a game to pass the time as he waits in his 'little prison.' He will not elaborate any further, and if the characters refuse to play, he will go berserk and attack. The game of chance can be resolved in any way the DM sees fit, dice, cards, or simply role-play, but no matter who wins, the Rakshasa will bow gracefully before throwing the table aside and attacking with a vengeance.

1 Rakshasa [AC -4, HD 7, HP 45, #AT 3, D 1-3/1-3/2-5, magical weapons below +3 do half damage and they are immune to spells below 8th level]

Room 21

Several pieces of wooden furniture sit in this room and a huge tapestry depicting a desert oasis at night dominates the eastern wall.

Once the party enters the room, the furniture will animate, creating a large amount of noise and confusion. Although the items do not attack, they make the entire room hard to move through, forcing players to ½ normal movement. In the end, they are simply an early warning system for the vampire in Room 22, while also a means to hinder player's escape from the vampire.

If the characters insist on destroying the animated objects, they can do this but each piece of furniture [there are eight total in the room] explodes after several hits causing 1-8 points of damage to anyone attacking it.

Treasure

+2 Scimitar with ivory handle, Gem of Seeing, Luckstone (Stone of Good Luck), 1500 gp in assorted small gems.

1 Rakshasa [AC 16, HD 13+52, HP 110, #AT 2, Hit +7, Dam: Claws 9 (2d6+2), Curse (all creatures struck with claws are cursed), Innate Spellcasting (3/day, Charm Person, Detect Magic, Invisibility, Major Image, Suggestion, 1/day Dominate Person, Fly, Plane Shift, True Seeing. (1d6+2), Limited Spell Immunity (6th level of lower), Multiattack

Treasure

None.

Room 22

The door opens to the smell of dry wind and heat. The interior of this large chamber is hung with canvas giving the appearance of a huge tent, and the floor is covered with rugs and pillows. Sitting amid the collection of finery is a man with chocolate-toned skin. He wears a white linen wrap, has several golden bands and bracelets on his arms, and has dark eyes shaded with black ash that draws back towards his ears.

This is the lair of a Nuban Vampire, a creature who will attempt to use his gaze attack on any female in the party, and if there is not one, will then use the gaze on the strongest looking fighter. Charmed females will move to stand behind him, while charmed male warriors will attack the party, starting with any spell caster they can get near.

If brought to zero hit points, the Vampire will turn into a cloud of vapor that quickly mixes with the smoke of the room. Characters are NOT required to kill the vampire outright; simply forcing him into gaseous form will be enough to have 'cleared' the room.

1 Vampire [AC 1, HD 8+3, HP 50, #AT 1, D 5-10, energy drain (2 levels per hit), Gaze (charm person), regenerate 3 HP per melee round, +1 or better weapon to hit]

Treasure

Black Cloak of Protection +2, 4 bags with 50 pp in each, Scimitar of Speed.

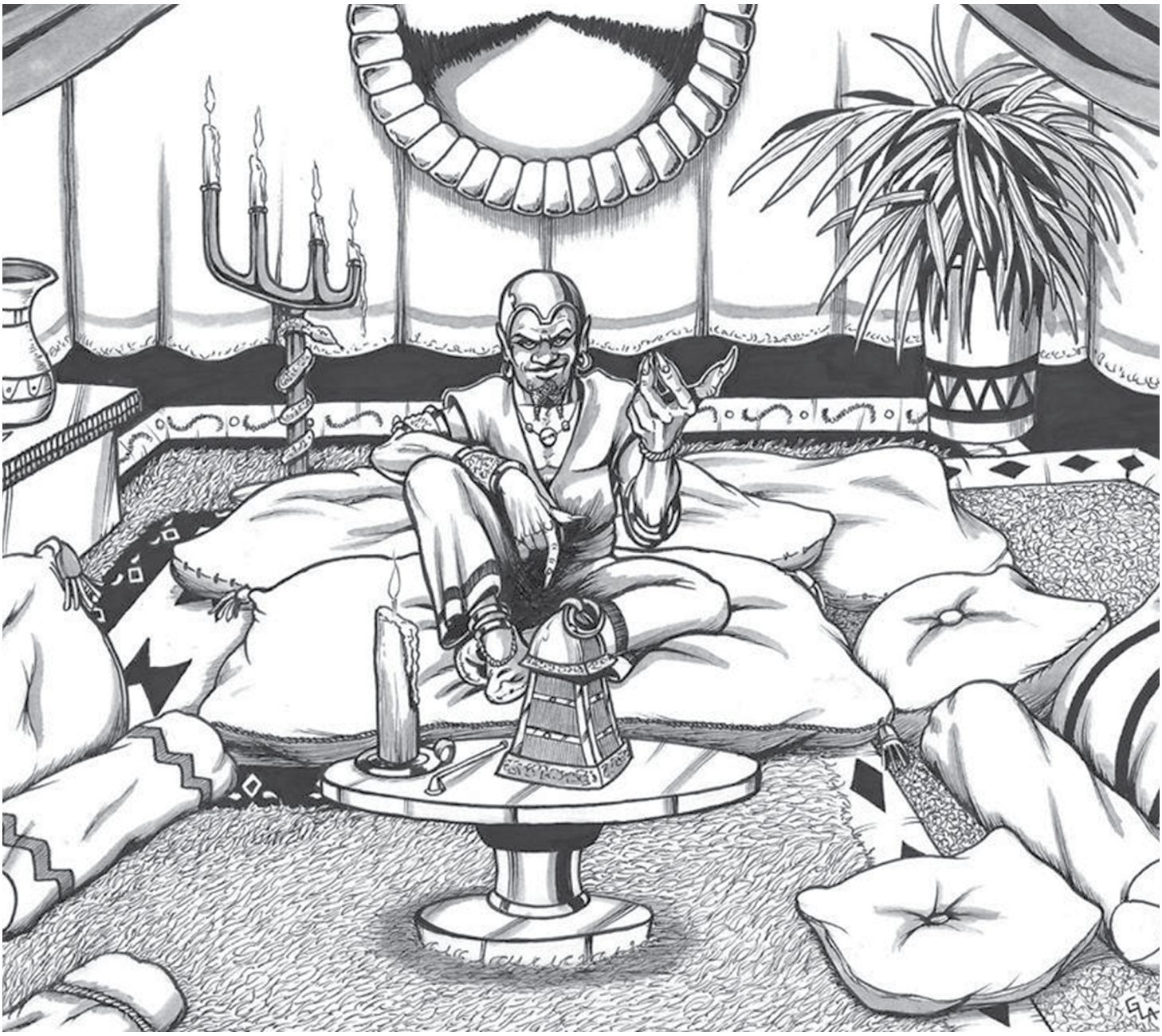
1 Vampire [AC 16, HD 17+68, HP 144, #AT 2, Hit +9, Dam: Unarmed 8 (1d8+4), Bite 7 (1d6+4), Shapechanger*, Legendary Resistance*, Misty Escape*, Regeneration (20 HP at the start of each turn), Spider Climb, Charm (DC 17 Wisdom), Vampire Weakness*, Children of the Night*, Multiattack

Room 23

Behind another wedged open door, the heavy musk of unwashed humanoids flows out past you as glowing eyes appear from the darkness within the chamber.

This is the sleeping chamber for the Grimlock band living in the dungeon. If awoken by the party, it will take them two full rounds to attack.

10 Grimlocks [AC 5, HD 2, HP 10 (x10), #AT 1, D 1-6, see invisible and blinded by bright light]



Treasure

None.

10 Grimlocks [AC 11, HD 2+2, HP 11 (x10), #AT 1, Hit +5, Dam: Club 5 (1d4+3)

Room 24

This door is unclosed and wedged, the stink of excrement can be detected at twenty feet from the entrance. Inside, this small dark chamber is filled with the foul leavings of a large group of humanoids.

The Grimlocks have begun using this room as their latrine, but unbeknownst to them, there is a secret door on the far side of the chamber. Characters searching the room have a standard chance of finding the door.

Treasure

None.

Room 25

Another wedged door, this one leading to total darkness as the stink from this section of the hall is already overpowering, the fetid darkness of this chamber is of no surprise. Your light casts long shadows into this large chamber, and within, more glowing eyes of a group of humanoids can be seen moving toward the door.

This is the Grimlock waking chamber, and a collection of the band is going about the business of preparing food for the day. They will attack as soon as the door is opened or light breaks the darkness of their chamber.

10 Grimlocks [AC 5, HD 2, HP 10 (x10), #AT 1, D 1-6, see invisible and blinded by bright light]

Treasure

300 gp among them.

10 Grimlocks [AC 11, HD 2+2, HP 11 (x10), #AT 1, Hit +5, Dam: Club 5 (1d4+3)

Room 26

This door has also been wedged open slightly. Within this large chamber, a bed of gathered spoils and a makeshift table lie amid piles of treasure and bones. A small collection of weapons leans against the southwest wall and a walled up door lies on the same wall as the entry.

This chamber is home to the Bugbear Chief of the Yellow Teeth Clan. The chief has had the door to Room 32 walled off, but the violet fungus has begun to leach through and the chief is in the beginning stages of 'the corruption'. If a battle takes place in Room 33, he will move to help his fellows, but those fighting against him should note small patches of violet on his mottled skin.

Bugbear Chief [AC 4, HD 6+1, HP 32, #AT 2, D 2-8+2]

Treasure

Chest (locked) [DC 17] with 200 gp, 500 sp, a Potion of Healing, Ring of Feather Falling.

Bugbear Chief [AC 17, HD 10+20, HP 63, #AT 2, Hit +5, Dam: Morningstar 12 (2d8+3), Brute*, Heart of Hruggek (advantage on saves versus charm), Surprise Attack (add 7 (2d6) on any surprise attack), Multiattack

Room 27

This ceiling of this room is covered with a strange honeycomb pattern of rock. Random coins and bones lie about the area.

Once the players enter, and are investigating the honeycombs, one unlucky victim will become the prey of a Grey Ooze that lurks within one of the combs. It will spray out on the character and attempt to dissolve him or her.

1 Grey Ooze [AC 8, HD 3+3, HP 15, #AT 1, D 2-16, acid corrosion to metal, immune to spells other than lightning]

Treasure

Gauntlets of Ogre Power are located in one of the rear honeycombs, and 130 gps are are scattered in other honeycombs.

1 Grey Ooze [AC 8, HD 3+9, HP 22, #AT 1, Hit +3, Dam: Pseudopod 4 (1d6+1) + Acid 7 (2d6), Corrode Metal (all non-magic armor is reduced by 1 AC per hit by acid), False Appearance *, Amorphous*

Room 28

The door opens with a burst of wind, the massive chamber beyond holding the thorny nest of large beast with the head of a lion, wings of a dragon, and a mace-like spiked tail. Each wall houses a single door.

This is the lair of a Manticore, seemingly summoned directly from some lofty mountain home. It will turn and attack any target within its line of sight with its spikes and stay within its nest which helps provide it with greater AC.

1 Manticore [AC 3/1 [in nest], HD 6+3, HP 34, #AT 3 (or special), D 1-3/1-3/1-8, iron spikes can fire 6 per round for 4 rounds, each spike causing 1-6 points of damage]

Treasure

The ankh for Room 4 is located here, along with 760 gp in nest and a Hat of Disguise.

1 Manticore [AC 14, HD 8+24, HP 88, #AT 3, Hit +5, Dam: Bite 7 (1d98+3), Claw 6 (1d6+3), Tail Spike 7 (1d8+3), Multiattack

Room 29

The door opens to a 'pop/buzz' above your heads and a dimly lit thirty-foot square chamber with a strange basalt floor decorated with dozen of black circles. Other than the decoration, the room appears to be empty.

Like Room 10 on Dungeon Level One, the Infernal Machine is looking to weaken the party with an unforgiving and unavoidable trap. Thus, we find this massive fire trap chamber, listed here because it contains treasure that must be recovered before the dungeon level is considered 'clear.' Players must actively search the room which will cause the black circles to release a massive blast of fire upon anyone actively searching.

Damage for the flame blast is 3D6 points of damage. The trap will not reset until the door is closed.

Treasure

Three fire opals (700 gp each) are set in a small alcove in the rear of the chamber.

Room 30

The oppressive smell of brimstone presses against you as you open the door to this chamber. Inside, four large black hounds rise to attention, smoke roiling from their mouths as they begin to growl.

Four Hell Hounds have been summoned to this room and attack the party upon entry.

4 Hell Hounds [AC 4, HD 6, HP 20 each, #AT 1, D 1-10, or breath weapon for 6 points of damage in a cone]

Treasure

Obsidian bladed knife with pearl handle +3, 30 pp in a black silk bag.

4 Hell Hounds [AC 15, HD 7+14, HP 45 (x4), #AT 1, Hit +5, Dam: Bite 7 (1d8+3), Fire Breath (15' Fire Cone, DC 12 Dexterity for half damage,21 (6d6), Pack Tactics (at advantage if target engaged by fellow Hell Hound), Keen Hearing and Smell*

Room 31

This dimly lit chamber resounds with a chorus of guttural barking and the clank of heavy armor and shields. Inside, toward the center of the thirty-foot room, a small phalanx of humanoids lower their spears in defense of their territory.

This newly summoned gang of Hobgoblins will attack on sight.

8 Hobgoblins [AC 5, HD 1+1, HP 10 (x8), #AT 1, D 1-8]

Treasure

70 gp among them.

8 Hobgoblins [AC 18, HD 2+2, HP 11 (x8), #AT 1, Hit +3, Dam: Longsword 5 (1d8+1), Martial Advantage (once per turn the hobgoblin can deal an extra 7 (2d6) damage if an ally is within 5'

Room 32

Across the hall from this closed door, a crack runs from floor to ceiling exposing a thin line of natural rock. Bits of sandstone litter the floor before the door and round the doorframe and a tinge of violet residue stains the stone.

Upon entry, this small chamber is filled with violet fungus. Anyone entering the room must make a successful save versus poison or become sickened with 'the corruption'. The original inhabitants of the chamber, a small group of Goblins, have already succumbed to 'the corruption' and will attack the party as Fungal Goblins. These creatures look like Goblins with morel fungal mushroom heads and violet skin. They attack as a kind of quick zombie, hoping to rend and eat the victims with their attacks.

4 Fungal Goblins [AC 6, HD 4, HP 20 (x4), #AT 3, D 1-4/1-4/1-6, claw/claw/bite attack and save versus poison or be corrupted on a successful bite attack]

Treasure

7 cuts of violet topaz (150 gp each).

4 Fungal Goblins [AC 17, HD 6, HP 21 (x4), #AT 2, Hit +4, Dam: Claws 5 (1d6+2), Corruption Bite (DC 12 Constitution of become infected by the corruption curse), Multiattack

Room 33

The door opens to a haphazard collection of battle spoils, discarded food scraps, and sleeping pallets. Among the 'decorations', a small group of larger humanoids are in residence.

Another Bugbear clan, this one having only secured two rooms of the dungeon, resides here. They will attack on sight, and noise from the assault will bring the band's leader from Room 26 into the fight in two rounds.

7 Bugbears [AC 5, HD 3+1, HP 14 (x7), #AT 1, D 2-8]

Treasure

Round metal shield +3, 270 gp among them.

7 Bugbears [AC 16, HD 5+5, HP 27 (x7), #AT 1, Hit +4, Dam: Melee Weapon 11 (2d8+2), Brute*, Surprise Attack (add 7 (2d6) on a surprise attack)

A. *Flame Blast Trap:*

This nasty hall trap looks to be the opening to another hall with a door at the end. Detecting a trap here is at -10% detection for a thief who is actively searching **(DC 20 Perception).** Disarming the trap is at -25% **(DC 25).** Any characters in the hall when the lead character comes within three feet of the end door will be subject to a Fireball that envelopes the hall. The Fireball does 6D6 damage to anyone within 10' of the door and 3D6 to anyone within 20' of the door.

B. *Water Trap Room:*

This is more of a 'panic' trap, not meant to kill party members, but instead make them want to lose their lunch. It is the Infernal Machine's way of saying that it controls their destiny. The chamber is simply a 10' x 30' room with various glyphs on the walls and decorated with an ermine paint that is mixed with gold flakes. Investigating the room will cause the trap to trigger, suddenly slamming the metal door [anyone trying to stop the slam must make a successful bend bars check or take 3D6 damage]. This test must be repeated each melee round that the door is held open. Once the door is closed, water begins flowing into the chamber at a high rate. Characters will be forced to swim in three melee rounds, and will nearly be out of air and room at the top of the chamber by melee round five. On melee round six, however, the metal door will slide open and the water will burst into the hall and be sucked down through grates in the exterior. Characters should have no real idea about why the trapped 'failed', but it can be a nice topic of discussion once outside the dungeon.

This trap also has a -10% detection (**DC 20 Perception**) because of its highly magical nature. Disarming the trap is at -25% (**DC 25**).

C. *Flame Trap Room:*

See Room 29.

D & E. *Pit Traps:*

These are very similar to the pit traps found on the dungeon's 1st Level, in that they are 10' deep and filled with obsidian shards [causing 3D6 damage to anyone falling in them]. They aren't concealed in any way, and are simply a way of slowing and frustrating any party trying to get further back into the dungeon using this particular hall.

F. Arrow Traps:

There are also two arrow traps marked with two-sided arrow markers on the map. They lie along the eastern and western halls that move away from the main entry. These doors, however, do not have the same +15% bonus to detection as on Dungeon Level One, and any thief can certainly search for them (**DC 17 Perception**). Once discovered, they cannot be disarmed, but parties are not required to open them to 'clear' this level of the dungeon. If triggered, three arrows are fired into the 10' square before the door each doing 1D6 damage to a randomly rolled character.

Scott's Dedication:

I'd like to dedicate this module to the players in the Dambran Campaign as they made endelable marks on the dungeon that you play here.

Mark's Dedication: I'd like to thank the players in the Monon Group who were the first to venture into this dungeon a decade and a half ago.

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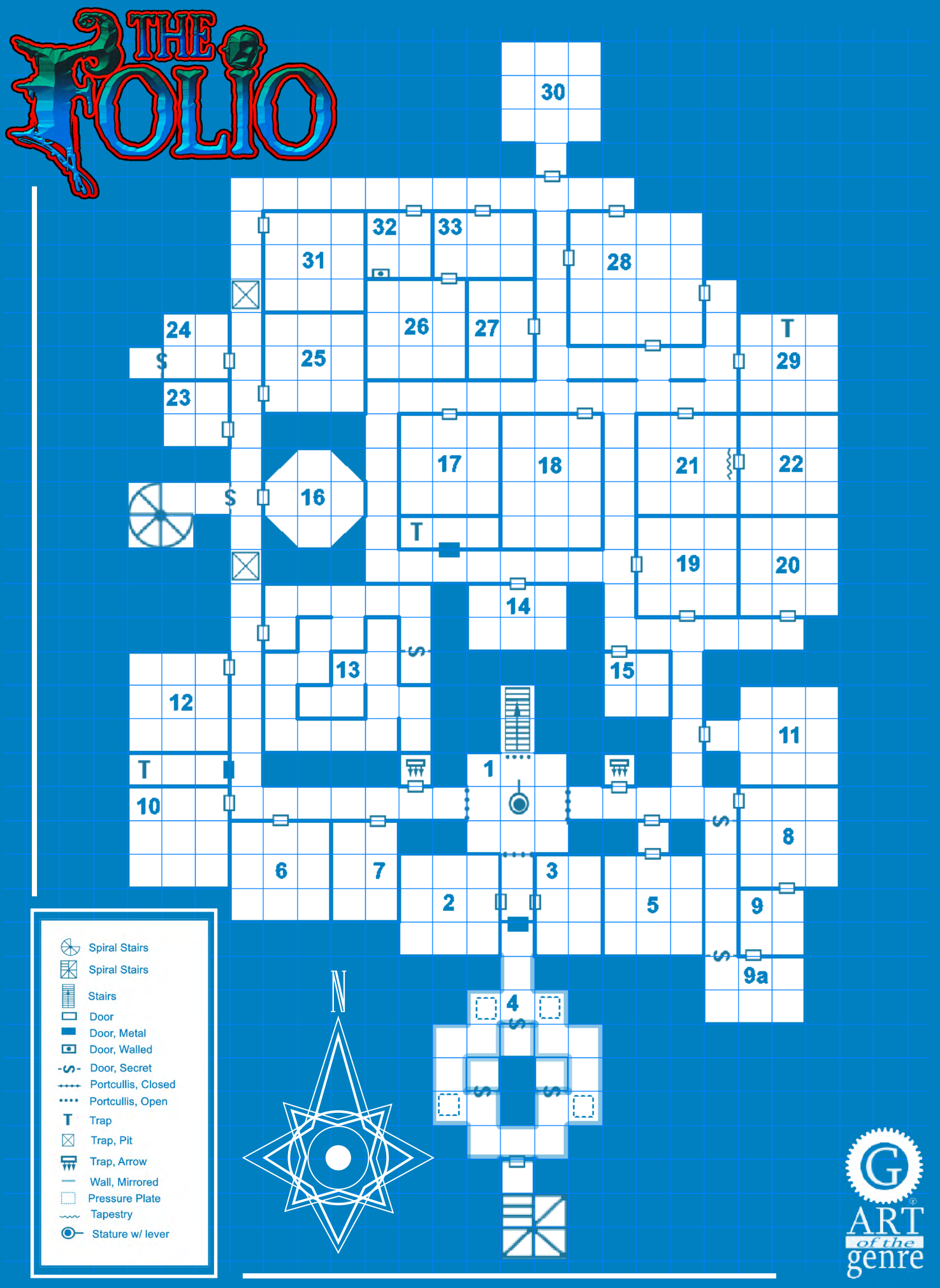
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Door, Secret
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T Trap
Trap, Pit
Trap, Arrow
Wall, Mirrored
Pressure Plate
Tapestry
Stature w/ lever
ART of the genre

Around the keep lies the town of Daern Kelton, and it is there that you can find the bulk of the population of 4,930 souls living along the Great Frontier Road. Daern Kelton 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.

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

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

A series of small earthquakes have brought a sense of disquiet to the town of Daern Kelton and Roslof Keep. Against these strange earthly portents, the members of the Ivory Scimitar have claimed their place as a true Mithel Company, but even greater danger now awaits them in the second level of the Dungeon of the Black Fey Mithelvarn. What lost secrets will be revealed as they journey below? What new threats and adventures can be had in Daern Kelton? The town now opens its doors to the brave new heroes of the Company of the Ivory Scimitar. Here continues the Roslof Keep Campaign in the pages of ROS2, The Tremors in the Machine.