

THE ROSLOF

© LOCKWOOD

Part Three of The Roslof Campaign

**ROS3 Curse of the
Violet Corruption!**

**New Monster:
Jai-Ruk [High Orc]**

**Gazetteer NR3
The Violet
Corruption & the
Infernal Machine**

**Dungeon Expansion
for Levels 5-7 in both
1E & 5E format!**



* objects on map are not to scale



Roslof Keep Gazetteer

NR3 Daern Kelton by Scott Taylor & Mark Timm

Population: 4930

Lord: Samuel Snee

Sheriff: Barist Mourn

Provincial Ranger: Carlton



'Lillian Isabella of the Brothers of Earth pays tribute to a fallen ally in the Fields of Gold'

INTRODUCTION

Your Sandbox

As more and more folks have begun campaigning in Roslof Keep, some questions have been posed to me that I'd like to take an opportunity to clarify here as I think they might help DMs go about the business end of the dungeon. Again, these are just my guidelines on the way I designed and played Roslof, but it is always your Sandbox and therefore your choice of how you want things to work. So, without further delay, I'll first pose the question and then give my answer.

Concerning Rooms:

Characters in my campaigns have occasionally reopened rooms, but it isn't the norm because the focus is to clear every room on each level so that they can go lower. It should be understood that once the door closes, the room will repopulate (with a DM

determined monster) the next time it is opened. So, players usually steer clear, especially since they know that other companies are out there and depleting their resources and HPs on rooms already cleared isn't a good way to stay alive.

Concerning Other Parties and Doors:

Companies absolutely DO NOT want to do their rivals any favors, so they usually close doors to repopulate rooms or may strategically open doors on low levels to release monsters. This allows the monsters to explore and create territories like you will see in various places. The aim is to make it harder on less experienced parties.

Concerning Clearing Levels before Moving to the Next:

Once again, yes, to get to Level 2, even if they have found one of the two stairs, the party **MUST** clear all standard rooms (not including trap only rooms or secret rooms). Once that is done, their standard will register a number on it (corresponding to the level cleared), and they can then travel to the next level of the dungeon. This limits 'rush attacks' to lower levels to gain more experience or items and allows the players to become more intimately familiar with the dungeon, the NPCs in it, and the other companies that are beneath them at any given time.

Concerning Adding New or Experienced Party Members:

This is something I've waited until this point to expand on because I think it is important that the adventurers 'do their own work' during the first couple levels of the dungeon, but now and beyond, it might serve the party or the DM to add a new member to the company who has already had experience in the dungeon. Most commonly, this will be Lord Aldenmier, although it can also be any member from another company, or beyond, who joins the Ivory Scimitar. If the new member has reached lower levels than the party, those levels trump all other members. Therefore, if you add a new member who has reached Level 6, the entire party can travel to Level 6 without clearing all rooms to that point. Note: Be careful using this loophole rule, it can bite a DM later!

Concerning Player Death:

As I've run these modules I've seen death tolls go as high as 60%, but typically 30% of the characters will be lost until the party is well established. In the case of character death, I generally have players bring in new characters with levels comparable to those in the party. I always try to have several available and interesting NPCs around that the players might want to take over. There is also the possibility of resurrection, but I tend to make that a very difficult option in my world. I also make people who have been raised have a 'look of the lost' as though they were at the side of their god and then pulled away, making their 'second life' a kind of tragedy that they have to deal with on an emotional and psychological level.

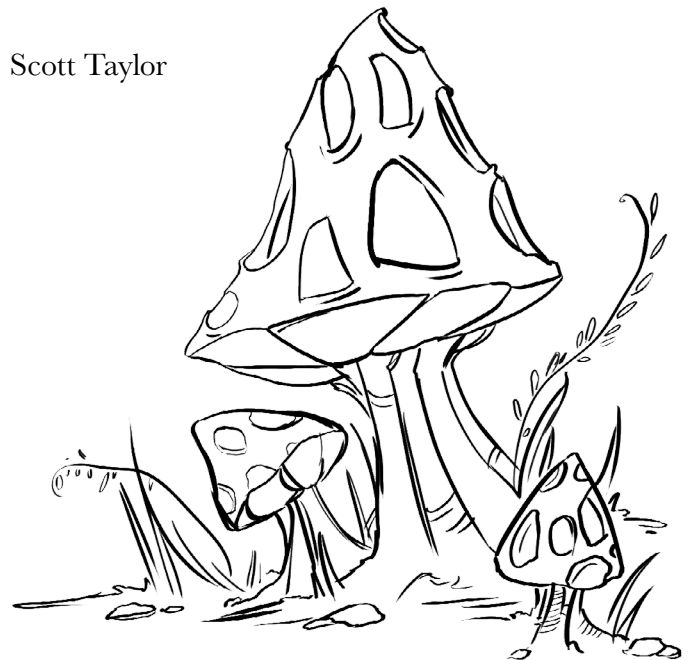
I make no bones about these modules being hard and deadly. Nice thing, the party can withdraw and allow the monster to live while they lick their wounds and come up with a plan. That, however, might lead to the monster becoming more powerful next time around, but monsters don't really try to escape their rooms on the first go, so they will likely still be there upon a quick return. And about 5E, or even 1E, I'm from a school of thought that says players influence dice and somehow, somehow, natural 20s happen. I've seen far too many 'no win situations' won by players in my day NOT to think that, and I also think those situations are the ones that continue to be talked about for years to come, so if a monster seems overpowered, then maybe it is, but my players typically take it down anyway.

Concerning Treasure:

As for treasure, the DM should randomly roll for treasure as per creature type if the room is cleared and then reopened. However, in my experience running this three times, players rarely ever want to revisit any room they don't have to because rooms weaken parties, and thus make them vulnerable to attack from other companies. Also, the treasure I have listed can be changed at the DM's discretion, but I put some more powerful items in there on purpose, so keep that in mind before gutting high powered items.

Well, I think that does it, but if anyone has other questions, please feel free to email me at Art of the Genre.

Scott Taylor



CAMPAIGN BACKGROUND ON

‘THE VIOLET CORRUPTION’

The basis for ROS3 is the Violet Corruption sent against the city by the Infernal Machine. Hinted at in ROS2, this seemingly violet fungal ‘infection’ is actually a curse spread through physical contact. Thus, it can’t be cured by divine magic, unless a priest is attempting a Remove Curse. However, the Infernal Machine, and therefore its magic, is considered to be 20th level, and even a successful dispel will only cure a single person. Also, once cured, the person is still susceptible to reinfection as there is no immunity gained from exposure.

Higher level spells, such as Anti-Magic Field, Mordenkain’s Disjunction, Wish, or Limited Wish will affect the corruption as per the spell, and a Limited Wish will cure one target, while a full Wish will cure a dozen.

There is also one other caveat where the corruption is concerned. Anyone currently a full member of a Mithel Standard Company is immune to the curse. Why? The Infernal Machine considers companies to be fair participants in its game, while outsiders have wrongly been considered cheaters in clearing the dungeon. Obviously, it was the earthquakes that caused the Infernal Machine to think this, but it cannot comprehend such things yet, and so has attacked the surface world in this insidious way.

Each Mithel Standard acts as a kind of immunity zone, and anyone within a 100-yard radius of a banner is immune to the corruption unless already infected before entering that zone. Also, corrupted victims

cannot approach within 10’ of a Mithel Standard, so if the party makes a foray into Daern Kelton with a banner, they can ward away the corrupted. This zone of protection means that as long as the bulk of the Mithel Standards remain in Roslof Keep, the corruption cannot find a foothold among the non-company citizens there.

As the characters become aware of the nasty outbreak in town, they should have a vested interest in protecting the citizens by this point.

HOW THE CORRUPTED LOOK:

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-like fungal heads, clawed nails, and elongated tongues. This process can take up to a week to fully mature, 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.

HOW THEY RECOVER [NOT DEAD]:

Victims of the Violet Corruption fall into a mindless state and will attempt to spread their spores by attacking any uncorrupted creatures encountered. However, they are not dead, but simply cursed. The corruptive

spell emanates from Level 6 of the dungeon. If the spell is broken, all victims will slowly shed their corruption over the course of three days and fully recover with little to no memory of the events during their contagion. Note: Killing corrupted citizens is basically killing people who can be fully restored and saved. So, have the players keep this in mind, especially if they are playing Lawful Good characters.

RESEARCHING THE FUNGUS:

If any character is particularly interested in researching and cataloging aspects of this outbreak (ala the magic-user NPC on the back cover of the module!), you can give them the following information as they move through the dungeon, and feel free to add any other details you like!

- When two or more rooms of fungus are close together, they can feed off of each other's spore and vine powers to spread twice as fast.
- They can spread both by spore and vine, they can also spread by germination from touch and the movement of one bit of fungus to another place.
- The closer they are to heat or a constant heat source, the pointier, harder, and more fire resistant (room 24) they become. They also turn a red/purple color and spread faster by spores.
- The farther they are from heat, or closer to cold, the rounder, softer, and easier to burn they become (but burning spreads a thick spore cloud that can germinate elsewhere). They also turn a purple/blue color and can grow larger than normal. These spread faster by vine (rooms 3 & 28).

- They can absorb other flora to take on its characteristics and become a mutated version (room 12).
- When they come in contact with a lot of noise or stimulation they secrete a sap that attracts a luminescent bug. These bugs are not dangerous, but can illuminate areas with an eerie glow (room 14).
- If affected creatures eat the fungus, the remaining fungus will let out a mist that spreads the spores twice as quickly (rooms 12, 20, 27).



Dungeon Master's Notes & Suggestions on Running the Dungeon

1. The Slow Crawl:

As stated in the previous two adventures in this series, I enjoyed taking it slow, forcing players to investigate all rooms and having a good time along the way. However, by Level 3, players might be getting anxious to further the adventure without clearing every room on each level. There are two ways around this, both discussed below, but again, if you as the DM continue to bring the story from above into the story below, I think a long lasting campaign will not grow as tiresome as some might think. Vesting players in their community is a key to this, especially with love interests, feuds, business interests, and dire enemies. Those are the true adventures in Roslof Keep.

2. Lord Tyrand Aldenmier:

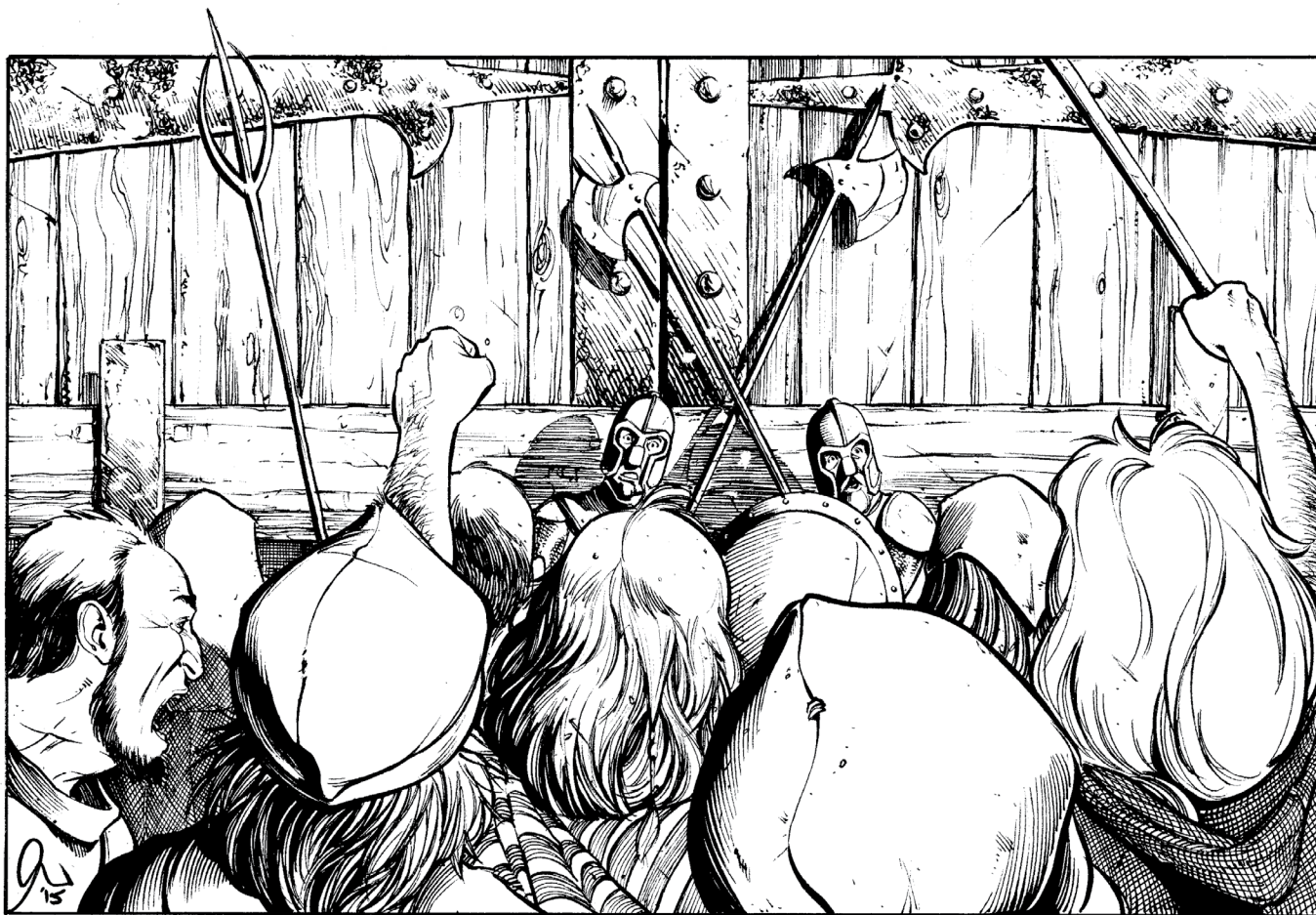
As previously stated in ROS1, Lord Aldenmier might be older and broken in spirit, but he is not a tired old man. Again, think Kurt Russel in anything post 1997 and you get the idea of what he should be. Having once lead the Ivory Scimitar into the dungeon, he has ventured all the way to Level 5, and therefore can lead the current party past the blue force fields to that level, thus bypassing the need to clear every room. However, if this is the choice you decide as a DM, you'll first need to have ROS4-5 so you know what to expect!

3. NPC Alliance:

This is the best option and the one that ROS3 was built around. Deep inside the dungeon, the Infernal Machine is busy maintaining both the internal and external defenses of the complex, but it wasn't designed to do that and has become overtaxed. Think of a computer without the available RAM to keep multiple programs operating simultaneously. Now, it has been forced to turn a blind eye to its regenerating NPCs such as the Sly Six, Gex the Kobold Sorcerer, and Nargroth the Minotaur. These NPCs are intelligent, and they understand that their purpose is to protect the dungeon, but they do not currently understand the Violet Corruption, and therefore have decided that they need to destroy it to save the dungeon. Working together, the NPCs are willing to pool their resources and knowledge of the dungeon to assist the party in clearing rooms otherwise too powerful for them. This should increase the speed and efficiency in which the Ivory Scimitar can function below ground, and also give them a huge leg up in the race with the other companies, most of whom will be focusing on saving their patron houses from the corruption above ground. It also makes for incredible role-playing opportunities as these NPCs and the players should have a very complex, and deadly, relationship up to this point.

4. Mithel Company Allies:

It is also possible, depending on how you've DM'd the series to this point, that friendships have developed



between the Ivory Scimitar and other Mithel Companies. If this has happened, it might make sense for another company to lend assistance below ground with NPC membership to subvert the Level Restriction (see #2 Tyrand Aldenmier) or just by ‘blocking’ the dungeon and helping each other clear rooms with buffs or extra firepower for bigger fights. This can also work to help speed things along.

5. Monster Power Levels:

Level 3 of the dungeon is vastly more dangerous than the first two, and I’ve designed it to be run with the help of outsiders, be it the dungeon NPCs, Lord Tyrand Aldenmier, or other Companies that might sign on to help jointly clear dungeon sections. Remember this, because otherwise ROS3 is likely to end in a TPK!

Adventure Synopsis

Again, the overlying story arc of the campaign is to clear Mithelvarn’s Dungeon, but ROS3 also adds another threat, that of the Violet Corruption. Players in this scenario will be forced to deal with the events of a terrible outbreak in Daern Kelton while also pursuing their quest to clear the third level of the dungeon.

Play has the possibility to mix above ground ‘zombie’ combat with underground politics and strife between the Infernal Machine and its own creations. The players will have to walk a very thin line, using whatever diplomacy they have, to make a run through the dungeon in hopes of finding a cure for the sickness that now threatens the entire Daern Lands.

Overall Story Arcs and Threads

The Outbreak: This should be played out like a full-on zombie apocalypse. Bring in a bit of The Walking Dead into your campaign, and up the terror factor if you can. The initial sign of the outbreak should be revealed one night in a tavern, likely the Traveler's Inn, and come in the form of an overheard whisper, 'Old Dram said that he was attacked last night down by the Water Clock.' Dram was indeed attacked and infected by a corrupted vagabond who is now spreading the curse around town. After the attack on Dram, the Water Clock will become a breeding ground for the curse, and within a week, the entire clock tower will be covered in a fine layer of violet fungus.

After the initial rumor, more reports will filter in, first from the Knobby End, and then over the full scope of the town. Within three days, paladins from

the Tower of Justice are pressed by the number of sick, the Wayfarer Temple has become a triage center, and Lord Snee of Roslof Keep seals the gates to the keep in hopes of keeping the infected out.

No priestly spells seem to have an effect on the outbreak, and paladins have been whispered to fall to the corruption as well. Panic abounds, especially after the gates of the keep are closed, although to this point no one inside the keep has shown signs of the sickness.

Seven days after the initial attack, the town will be fully overrun by corrupted citizens, and witnesses from the battlements of the keep tell a haunting tale of a trade caravan from Perlout of the Tall Ships that was quickly swallowed up by a violet sea of corrupted 'zombies'.



The Town & the Keep

Considering that the player characters can't contract the corruption, they will become key to its destruction. As reports from Mithel Companies tell of the Violet Corruption below ground, talking heads within the keep make the connection that the dungeon is somehow attacking the citizens.

First and foremost, each House within Roslof Keep takes some kind of action against the outbreak, although these are varied.

House Bri'yann pulls the Gilded Lancers back into its compound (which seems like a good decision since a Mithel Standard acts as a kind of immunity zone from the corruption, but more on this in the Dungeon section) while sending the Men of Iron into the dungeon on a kind of suicide run. The degree of success of the Men of Iron is fully up to the DM. Captain Donohoo of the Guilded Lancers refuses all attempts at dialogue, although he will come forth to discuss the banner the party has a chance to find in the dungeon (see room 21).

House Narolo also moves the Blades of Shadow into its compound and refuses most dialogue concerning how to combat the outbreak. Their lieutenant, Takahiro Hashinaka, is a man of distant ties to the T'ung Empire and will break away from his company to discuss 'options' with the Ivory Scimitar, but at this time will not go against the will of House Narolo, or the current company leadership.

House Marung, House Vara'ki, and House Fey'Brace align with one another and form a plan to contain the corruption. The Black Vanguard plants their standard at the gates of the keep and holds vigil there, while the Laughing Beasts slip out of Daern Kelton to watch the

While in the town, several events can be observed or taken part in by the characters.

1 The Warrior of Chaos: At some point during their journey, they should take note of a mysterious warrior with a black shield bearing a red Symbol of Chaos. He appears uncorrupted, carries an infant, and avoids contact with the party. Unbeknown to the party, he is a member of the Fleetwood family who sits on the Imperial Throne of the Nameless Realms. Months ago, he fled his family's estates in the capital of Nextyaria to take refuge in the old family house. There, he discovered the Mithel Standard of the old Company of Chaos. Prior to the outbreak, he had considered forming his own Mithel Company and had thus drafted a writ. Since the corruption, he has focused his efforts on helping the townsfolk as best he can from the shadows.

2 Violet Corruption does snake out in all directions from the Water Clock.

3 The Fleetwood House at the Crossroads is locked [DC16], but once inside, the characters will find an ancient collection of texts describing the dungeon. These texts also indicate that there are other entries into the dungeon, including one beneath the Water Clock and another in the Wild Lands to the east of the city known as 'The Hill'. A map also exists to a dungeon beneath 'The Hill' with a direct route laid out to a point which reads 'a blue field covers what I believe to be the entrance to the lower halls of the Keep Dungeon' (this will be of great use in ROS4, although there will be other opportunities to obtain it in that module if it is not found here). If that is to be believed, then it is entirely possible that the corruption can slip past the defenses of the Laughing Beasts and Brothers of Earth to corrupt settlements outside in all the Daern Lands. Several hastily scribbled notes atop the texts indicate that the 'Infernal Machine has devised a surface attack' and 'Breaching the 6th level is the only way to reset the machine and stop this new terror'. If searching, characters will find a secret room that looks to have once held some kind of staff (or standard), but is now empty. The displaced Mithel Standard of the Company of Chaos is currently located south of the Wayfarer Temple along the banks of the river and is helping to keep a small pocket, containing refugees, free of corruption.

Eastern Trade Road, and the Brothers of Earth do the same on the Western Trade Road. In this way, the keep is kept secure and any caravans will be warned away from Daern Kelton before they can add numbers to the plague victims.

This leaves House Aldenmier, who the other Houses still regard as useless, to do whatever they choose. Lord Tyrand, however, believes that there might be clues as to the cause of the outbreak hidden within the old Fleetwood House at the crossroads of town.

A sub-adventure can be designed by the DM to allow players to make their way into the town, perhaps finding



'Lillian Isabella enjoys a moment of quiet contemplation upon the hills outside Roslof'

survivors there. However, if it is after Day 3, the Black Vanguard will not allow them to pass into the town while holding their Mithel Standard, 'by order of Lord Sneer'. This means that any journey into the town puts the players at risk of attack (although not infection).

The Infernal Machine

As stated many times, the Infernal Machine believes it is now under assault from above. It has contrived to send a curse out into the world that will ensure the area above it is no longer threatened by forces beyond its control, i.e., meddling humans and humanoids.

It is currently overtaxed by bleeding out its magic to accomplish this and several free-thinking NPC creations inside the dungeon are now seeking to 'help' the dungeon by freeing it from its own creation, the spreading violet fungus.

Gex the Kobold Sorcerer, Nargroth the Minotaur, and the Sly Six are all currently allied in an attempt to rid the dungeon of the outbreak, but to do so they know they will need help. From experience, they have come to expect regeneration on their home level of the dungeon following their deaths. But, having gone against their creator, they believe (rightly so as the Sly Six are now the Sly Four) that the Infernal Machine will no longer regenerate them. Thus, any death now means they may never wake again, but they are willing to do whatever it takes to secure their home from the fungus.

To this end, they have decided to make an attempt at contact with their arch rivals, the Ivory Scimitar. This attempt will first occur when some members of this alliance (totally up to the DM) come to the aid of the party during deadly combat in a room. Once complete, they will parlay

at a later time, giving vague clues as to their motivation, and will be key components to the final clearing of this particular level of the dungeon.

Level Three also has its own new NPC regenerative monsters, the Aspis Twins, who wander the halls of the level looking for trouble. They, however, aren't yet part of the Gex, Nargroth, Sly Six alliance, so the players are likely to be attacked by them at least once. If, however, any of the other NPCs are present (again, this is up to the DM), a dialogue can be struck and these two might also become allies.

2 Aspis Warriors [Drones]: [AC 2, HD 6, HP 30, #Att 2, Dam 1-6+2 each, wields 2 short swords and 2 shields]

2 Aspis Warriors: [AC 18, HD 8+16, HP 40, #Att 4, Dam 6 (1d8+2), Multiattack (4 sword attacks total, two from each sword arm)]

Art of this Issue

As always, this issue was a lot of fun to do. First and foremost, I have to thank artist Todd Lockwood for his incredible cover treatment. In 2009, I began 'Art Evolution, the changing style of RPG art from 1979-2009' over on BlackGate.com. In the series, each RPG artist painted a representation of my own character, Lyssa, and for Folio #3 Todd was able to use his version, add a background layer, and suddenly we had this stunning cover.

Inside the pages you'll once again find the talents of artist Michael Wilson. Michael has really become my go to artist for this series, and he's even taken on the task of doing the full color interior ROS3 cover as well as the back cover of the module.

As always, I've included a Jim Holloway illustration because he is a favorite of mine, and in his style, I've had the pleasure of working with Brian Thomas. Brian has great

vision for old school humor and illustration, so most of the work you'll find in the ROS3 section is his.

I've also taken some time to try to flesh out the leader of the Brothers of Earth, an enigmatic female half-elf warrior named Lillian Isabella. She can be found in three places, imagined by three different artists. First, you'll find her in full color by artist Chet Minton on the Gazetteer cover, then later in the gazetteer once again contemplating life by artist Janet Aulisio. Her final appearance comes in ROS3 with a wonderful 'Trampier' rendition done by artist Matthew Ray.

My final art note concerns the Jai-Ruk who I designed for my Five Year War novel series back in 2006. This race is a favorite of mine in my Nameless Realms setting, and the concept art for them was done by artist Jeff Laubenstein, who also lends a hand on this issue's Ramon Doodles.

New Monster

Jai-Ruk

Lawful Neutral

Armor Class: 2

HD: 3

Hit Points: 22

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-4+2 or
by weapon type

Special Attacks: Slow

Special Defenses:

Elemental Hardening

Magic Resistance:

Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Jai-Ruk: [AC 18, Speed 30 ft, HD 6+12, HP 36, #Attack: 1, Hit +6, Damage 7 (1D6+4) or by weapon typically 9 (1d8+4), Elemental Hardening, Slow]

Elemental Hardening: All Jai-Ruks can manifest the power of their earth affinity by hardening their skin. This ability manifests as a -1 to AC per Hit Dice of the Jai-Ruk with a maximum of -10. Elemental Hardening can be employed a number of times per day equal to $\frac{1}{2}$ the Jai-Ruk's Hit Dice and last the same number of rounds.



Slow: By using the power of the earth, a Jai-Ruk can effectively slow (as per magic-user spell) all targets in a 30' area once per day.

It is told by the sages of the Nameless Realms that when the God of Night, Arcxas, corrupted the Delves with promises of earth magic, some of the race resisted the call. Although still bent toward darkness, those who turned their backs were freed from outright corruption by the gods of good, and these became a separate race entirely.

Thus, the Jai-Ruk, or 'High Orcs', were born. Today, they mingle with all the races of the world, although the seat of their power lies in the hard and frozen kingdoms of the South known as both the Broken and the Wounded Land. Here, from their great dark city of Irontooth, they hold great sway and have subjugated many of their lesser cousins, the Delves, to serve as second class citizens in their empire. Outside their homelands, however, they have adapted well to life among Humanity, and the civilization's definition of brutes with their tan-skinned, dark hair, and more muscular and square-jawed features.

They also have slightly enlarged lower canine teeth that might just peek out of their lips on occasion. Otherwise they can be perceived as close to Humans in appearance. Jai-Ruks are large, sometimes standing as tall as seven feet, and broad at the shoulder. They are heavily muscled, but not so much to distort their body shape, as their true strength comes from their association with the earth. Their skin tends toward grey hues, and their hair is usually dark (although some have been known to have coppery hair) and their eyes are deep brown and flecked with gold or silver.

Having the ability to work with the earth magic, much like the Delves but not as great as the Kin, this race is the definition of tough and strong. They have the ability to slow enemies by bending their earth power, and can also harden their own skin to lower their armor class. Some stories of greater Jai-Ruks indicate that they can channel earth into the blows of their weapons, making hammers and maces even more deadly in their hands, although this is unconfirmed.

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THE FOLIO

Folio Module ROS3

Curse of the Violet Corruption!

An Adventure for Characters Levels 5-7



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Folio Module ROS3 Curse of the Violet Corruption!
by Scott Taylor and Mark Timm

Folio Module ROS3

Curse of the Violet Corruption

An Adventure for Characters

Levels 5-7

*Hey Lance?
Would you'd like to roll for weapons again?*



Player's Introduction:

The events of ROS3 revolve as much around what is happening above ground as below, but nonetheless the onus of the adventure is the continuing quest to clear Mithelvarn's Dungeon. This time around, however, the Infernal Machine is in full overdrive trying to fight the internal threat (**Mithel Companies**) and the external threat (**Daern Kelton & Roslof Keep**).

This adventure, although set for player levels 5-7, is intentionally going to be daunting and deadly beyond that level of experience. I've purposefully designed it that way because by this point in the campaign players are probably getting tired of opening every room in the dungeon and might need some added fun to keep their interest. To accomplish this, I've included two key plot points that should have been developed along the way through ROS1

and ROS2. First, the relationship of the Ivory Scimitar with House Aldenmier should have grown to a hearty trust, and by this point Lord Tyrand Aldenmier has revived in such a sense that he could join the party as an NPC guide if needed. As former commander of the Ivory Scimitar, he descended to the 5th level of the dungeon, and he may now travel freely to the lower levels and the company with him. Rooms can be bypassed as needed, although if level hopping is allowed, the DM will need ROS4 through ROS5. Also, never forget Lord Aldenmier's ghostly wife Astrid, who I also suggest being an available participatory character or NPC for the Ivory Scimitar. Her ethereal form could be a key to defeating the final boss. Statistics for Lord Aldenmier are up to the DM as company structure and power will be highly varied by this time in unique campaigns.

The second, and most likely scenario, is that the company of the Ivory Scimitar will be assisted in clearing the 3rd level of the dungeon by NPC enemies they've grown to both despise and respect along the way. This is the most fun for everyone involved, and I promise it will completely change the complexion of the campaign when it occurs.

Currently the Infernal Machine is distracted on two fronts, and its named NPC generation has gone offline, resulting in the powerful named NPCs acting on their own accord. Each sees the Violet Corruption as a threat to the dungeon and will therefore work toward seeing it destroyed. They will come to the party's aid at places of the DM's choice, first only in corrupted rooms, but later, the Sly Six, Nargroth the Minotaur, and Gex the Kobold Sorcerer should be used when attempting the final floor boss (the Death Knight), because their participation, even to the point of self-sacrifice to save the characters, will allow for the completion of Level Three. As the DM, your job is to create an opportunity for the players to forge an alliance with the named NPCs to enable them to defeat overpowered encounters.

Also, there are many incredible monsters on this level of the dungeon, and although I've given statistics for them all, I would strongly suggest that as a DM you invest time to study them more in depth (*especially in the 5th Edition Monster Manual TM*) as many subtle abilities

can add flavor to combat and create more memorable gaming experiences. Plus, HD type for monsters varies more in 5th Edition.

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

Room 1

Within this large square chamber, three sconces provide an eerie illumination to paintings all over the walls; each painting is that of a crimson-scaled dragon. No other doors are evident in this chamber.

Camouflaging themselves against the paintings are three red-scaled Lizard Kings. They surprise on a 1-2 and will attack the party from three different directions, focusing on spell casters if possible.

3 Lizard Kings: [AC 3, HD 8, HP 40, #Att 1, Dam 5-20. They use two-handed tridents and can skewer a target if they roll 5 more than needed to hit. This attack does double the normal damage with a minimum result of 15 points.]

TREASURE

UNLOCKED COFFER WITH 240 GP, +1 DAGGER, AND A SILK ROPE OF CLIMBING.

3 Lizard Kings: [AC 15, HD 12+24, HP 78, #Att 2, +5 Bite/+5 Claw or +5 Trident, Dam Bite 6 (1d6+3) Claw 5 (1d4+3), Trident 7 (1D8+3), Skewer (extra 10 (3D6) damage on any trident hit once per round)]

Room 2

This chamber contains the vestiges of the violet creep. Small fungi outbreaks cling to the walls and floor. Two Ogres, each with heavy signs of corruption, stand among the mycotic spread. One other exit can be found amid the fungi in this room.

The Ogres have already been driven mad by the corruption and will attack the party with their fists, providing two deadly attacks each round.

2 Corrupted Ogres: [AC 6, HD 6+1, HP 35, #Att 2, Dam 1-10, Can spread spores & have hardened skin lowering their armor class]

TREASURE

47 GP BETWEEN THE TWO OF THEM.

2 Corrupted Ogres: [AC 13, HD 7+21, HP 59, #Att 2, +6 Fist, Dam 12 (2d8+4)]

Room 3

Evidence around the doorframe indicates this room is fraught with the

Violet Corruption. Upon entry, this large chamber is a veritable fungal grove. A second exit is barely visible through the large caps and teeming stems.

This is a full violet fungal chamber and therefore must be cleared with fire.

8 Violet Fungi: [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE

NONE.

8 Violet Fungi: [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 4

Light shifts oddly when you enter this room due to the standard stone ceiling having been replaced with a patchwork of heavy timbers at the seven-foot mark.

Creeping around inside the timbers is a collection of Crawling Claws, insidious human appendages that will drop onto the party and attempt to strangle or claw any living victim. They can be destroyed by turning as if Zombies.



10 Crawling Claws: [AC 4, HD 1, HP 6, #Att 1, Dam 1-6. If a claw successfully hits a target at 3 more than was required, they are considered to have the victim's throat and will begin strangling for an additional 1-8 points per round thereafter.]

TREASURE

A BAG HIDDEN IN THE RAFTERS CONTAINS 100 PP AND A BLUE DIAMOND WORTH 1,000 GP.

10 Crawling Claws: [AC 12, HD *, HP 2, #Att 1, +3 Claw, Dam 3 (1d4+1)]

Room 5

Standing within this relatively empty stone chamber is a single large humanoid

creature with two bickering heads. It holds a spiked club in each hand, and a large chest sits at its feet.

The creature is an Ettin and will attack on site.

1 Ettin: [AC 3, HD 10, HP 65, #Att 2, Dam 2-16/3-18, surprised only on a 1]

TREASURE

NONE.

1 Ettin: [AC 12, HD 10+30, HP 85, #Att 2, +7 Battleaxe/+7 Morningstar, Dam Battleaxe 14 (2d8+5) Morningstar 14 (2d8+5)]

Room 6

This large chamber resembles an underground temple or crypt to the fallen Nuban gods. Four large pillars and intricate carvings on the walls decorate the chamber. The center of the room is dominated by a large jackal-headed statue made of polished obsidian.

Although this chamber seems important, it is not and doesn't technically need to be cleared. Instead, it is a safe zone from the corruption, and it is possible to encounter either Gex the Kobold Sorcerer or Nargroth the Minotaur lurking here. Instead of attacking the party on site, however, they will beat a quick retreat,

eventually running into the Naga chamber in Room 17 if pursued. If not, they will not be seen again until Room 17.

TREASURE

NONE.

Room 7

The thick smell of rot pervades this chamber as you open the door. Inside, a massive pile of refuse stands over five feet high at its center, and is decorated with broken weapons, scraps of armor and cloth, as well as bones.



This is a cleaning station of sorts, the Infernal Machine dumping bits and pieces of death here after use in other rooms. There are no monsters, however, just a large number of rats and insects lurking inside the mound. The DM should play up the stench and disgusting quality of the mound, and enterprising players will likely begin a search inside it. Searching requires 10 rounds which will uncover a small amount of disjointed treasure. However, each round a character searches the refuse, they must make a successful saving throw versus poison or begin retching for 1d4 rounds **[DC 12 Constitution saving throw or retch for 1d4 rounds]**. Once ANY bit of treasure is recovered, the room is considered 'clear' in the eyes of the Infernal Machine.

TREASURE

27 GOLD PIECES, 14 COPPER PIECES, 1 SMALL EMERALD WORTH 50 GP.

Room 8

Inside this dark chamber, huge sheets of webbing keep prying eyes from seeing into its depths.

Here, the party will have its first encounter with the Black Fey who, for all intents and purposes, are Dark Elves. Since Mithelvarn, the dungeon's designer, was a Black Fey, these encounters will become more prevalent as the party moves deeper. For now, they can simply get their first taste of a Black Fey raiding party;

they lurk within the webbing and surprise the party on a 1-2.

6 Black Fey Males: [AC 4, HD 6, HP 25, #Att 1 or 2, Dam 1 + (Poison) or 1-8x2. Black Fey fight with twin elven rapiers that are considered to either both hit or both miss, thus the x2 damage. They also use a burning poison on their darts which they keep in a sheaf slung across their chests. Each dart does a single point of damage, but a missed saving throw versus poison causes an additional 1-10 points of damage.]

TREASURE

2 CHAINMAIL SHIRTS +2, ELVEN RAPIER +2 (1D8/1D8).

6 Black Fey Males: [AC 18, HD 11+22, HP 71, #Att 2, +7 Rapier or +7 Dart, Dam Rapier 7 (1d6+4) Dart 2+Poison, Poison is DC 13 Constitution save or take 10 (3d6) damage each round until the save is made.]

Room 9

This chamber is dominated by a large summoning pentagram on the floor. Two light-blue scaled Kobolds stand atop the magical symbol, neither with a visible weapon.

These are Mono-Filament Kobolds, special creatures designed in Mithelvarn's lab to be an utter foil to any and all adventurers.

Although seemingly unarmed, they actually have a long 8-foot barb of micro-filament invisible to the naked eye. It is so small it can pass between molecules, thus making them unstable. Each strike from a barb is considered as a +3 Sword of Sharpness!

2 Mono-Filament Kobolds: [AC 3, HD 6, HP 25, #Att 1, Dam: None. On a successful hit, the mono-filament will destroy a piece of armor, and if a natural 16 or better is rolled, consult the Sword of Sharpness table in the DMG.]

TREASURE

NONE.

2 Mono-Filament Kobolds: [AC 3, HD 2+10, HP 18, #Att 2, +5 Mono-Filament Whip, Dam Whip 2 (1d4) + Special*. On a roll of Natural 18-19 the whip does an extra 14 points of damage, and on a Natural 20 it lops off a limb (1 Head, 2-3 Arm, 4-5 Leg, 6 Chest).]

Room 10

This is little more than a closet in which a propped door allows for back and forth entry from the room beyond.

Here, the Black Fey group utilized the space for sleeping and to hold a small collection of poisonous worms and meager treasure. The worms can be harvested by a ranger or assassin

of 6th level or higher and will provide 24 full applications of poison for darts.

TREASURE

2 WEEKS DRY RATIONS, PEARL OF POWER, 120 GP.

Room 11

The smell of the sea blows out this doorway as you open it. The sandstone interior is smooth and non-descript. At the center of the chamber stands a giant with a single eye, a huge spear in one of his great hands.

This is a Greater Cyclops, and he will throw his spear at any spell caster in the party first before wading into the front line fighter to attack with his fists.

1 Cyclops [greater]: [AC 2, HD 13, HP 70, #Att 1 or 2, Dam Spear 4-40 or Fists 6-36]

TREASURE

GREEK-INSPIRED HELM OF PROTECTION +2, BRONZE SHIELD +1.

1 Cyclops: [AC 14, HD 12+60, HP 138, #Att 2, +9 Spear, Dam Spear 19 (3d8 + 6)]

Stairs Down:

A familiar blue glow protects a flight of downward spiraling stairs just beyond the door.

Room 12

More Violet Corruption has spread throughout this chamber. A troop of fungal-bloated, four-armed Gorillians rises from a particularly large patch upon your entry. The area around them is covered in fungus, but still holds some characteristics of a surface jungle.

The corrupted Gorillians will attack on site, their minds fully consumed by the fungus.

3 Corrupted Gorillians: [AC 5, HD 5, HP 30, #AT 5, Dam 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

NONE.

3 Corrupted Gorillians: [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 hit the target takes an additional 10 (1d12+4) damage)]

Room 13

Mist fills this large chamber, and a scent of damp rot drifts out toward the party as the door is opened.

Inside the mist, a pair of Intellect Devourers

lurk among rolled piles of sea-grass. They will not make their presence known, but will attack as they are able.

2 Intellect Devourers: [AC 4, HD 6+6, HP 30, #Att 4, Dam 1-4 x4 (claws), Immune to most attacks, with +3 weapons doing 1 point per hit, and Lightning Bolt spells doing 1 point per die. They are affected by death spells.]

TREASURE

LARGE RUBY WORTH 1,500 GP.

2 Intellect Devourers: [AC 12, HD 6+6, HP 21, #Att 2, +4 Claw/Devour Intellect, Dam Claw 7 (2d4 + 2)/Devour Intellect (DC12 Intelligence saving throw or take 11 (2d10) damage from psychic energy)]

Room 14

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. Upon entry, this large chamber is a veritable fungal grove covering some unseen heat source. Buzzing around the fungus are dozens of small red insects, each with a slightly glowing abdomen. No exits are visible.

This is a full violet fungal chamber, and therefore must be cleared with fire, although once clear, a small thermal vent can be found in the southwest corner of the room.

6 Violet Fungi: [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE

NONE.

6 Violet Fungi: [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 15

The moment the door is opened, a keening howl washes over the party setting their bones trembling within their flesh.

This room is home to a small pack of Barghast whelps. Once they have howled, they will rush the party attempting to escape the room so they can wander the dungeon hunting weakened prey (including the party if they fail to stop them).

6 Barghasts: [AC 2, HD 6+6, HP 35 each, #Att 2, Dam 2-8, +1 or better weapon to hit]

TREASURE

NONE.

6 Barghasts: [AC 18, HD 8+10, HP 43, #Att 2, Bite +6/Claw +6, Dam Bite 6 (1d8+2)/Claw 6 (1D8+2)]

Room 16

A sweet smoke permeates this dim chamber. A scaly-skinned humanoid 'man' rises to face you, his smile bringing gooseflesh to all but the most seasoned campaigners. Smoke funnels swirl with his movement and dance around the collection of twisted creatures surrounding him.

Rasvax the Cambion lords here over a gang of four Dretch, waiting eagerly for prey to come to his dwelling to provide amusement.

1 Cambion: [AC 2, HD 15, HP 90, #Att 2, Dam 1-6+11, Rasvax wields a +3 short sword, has 40% magic resistance, and requires a +1 or better weapon to hit]

4 Dretch Demons: [AC 2, HD 4, HP 18 each, #Att 3, Dam 1-4/1-4/2-5, 30% magic resistance]

TREASURE

+3 SHORT SWORD, +2 CHAIN SHIRT, 570 GP, ROBE OF EYES, WAND OF LIGHTNING BOLTS (73 CHARGES).

1 Cambion: [AC 19, HD 11+33, HP 82, #Att 2, Sword +11, Dam 11 (1d8+8), Damage Resistance cold, fire, lightning, poison, bludgeoning, piercing, and slashing from non-magical weapons, Fiendish Charm*, Fire Ray*]



4 Dretch: [AC 11, HD 4+4, HP 18, #Att 2, Bite +2/Claw +2, Dam Bite 3 (1D6)/Claw 5 (2D4), Fetid Cloud 1/day (DC 11 Constitution save or be poisoned and cannot take an action or a bonus action in the same round, thus choosing one)]

Room 17

A fine mosaic slithers around the floor of this sandstone chamber. Pillars decorate the corners and the mosaic quickly reveals itself to be that of a dark-scaled serpent.

Coiled behind one of the pillars, a Dark Naga awaits the party. The beast has been ‘super-charged’ by the corruption and investigation

of the chamber will reveal violet fungus in its nest behind a pillar. Once the attack begins, the door opposite the party’s point of entry will open and either Gex or Nargroth (or both) will enter and attempt to help the party defeat the threat. After the battle is complete, the former enemies will slink away without conversation, but the DM should allow the party an attempt to parley if they wish. Observation of the fight will indicate that the NPCs seemed intent on killing the Naga and gestured to communicate that it was corrupted. The two NPCs are currently seeking to clear the dungeon of the corruption, and later there will be another chance for greater conversation and even a momentary alliance.

1 Corrupted Dark Naga: [AC 0, HD 16, HP 105, #Att 2 or 3, Dam 1-8 constrict/1-6 bite + (Poison)/1-8+4 tail + (Poison). The Dark Naga can constrict up to 4 targets at once. Poison from the bite or the tail stinger causes an additional 1-10 point of damage unless a saving throw is made.]

TREASURE

780 GP IN THE FUNGAL NEST.

1 Corrupted Dark Naga: [AC 20, HD 15+45, HP 137, #Att 2, Bite +10/Tail +10, Dam Bite 10 (1d8+6)/Tail 6 (1D8+2)+ Poison (target DC14 Constitution or be poisoned for 1 hour and unable to take any action due to paralysis)]

Room 18

A creamy brown sand twinkling with thousands of minute crystals covers the floor of this huge chamber. On the far side, between two crumbled pillars that might have once made an arch, an iron box rests upon a small altar.

This is the home of a Bulette and once the party enters the sands, it will circle behind them and then begin its attack, always trying to keep them from the door. Halflings are devoured first, of course!

1 Bulette: [AC -2, HD 9, HP 75, #Att 3, Dam 4-48/3-18/3-18, Can leap from the sand up to 8' and strike with all four feet for 18 points of damage]

TREASURE

THE IRON BOX IS TRAPPED WITH AN ARROW TRAP (3D6 DAMAGE) AND CONTAINS A MANUAL OF QUICKNESS OF ACTION, 7 BOLTS +3.

[ARROW TRAP IS DC 16].

1 Bulette: [AC 17, HD 9+45, HP 94, #Att 1, Bite +7, Dam Bite 30 (4d12+4), Deadly Leap (DC16 Dexterity saving throw in 15' range or take 14 (3d6+4) bludgeoning + 14 (3d6+4) slashing. Saving throw for half damage)]

Room 19

Swirling patterns of blue and white tiles decorate the walls of the large and empty chamber. The room is brightly lit by some unseen magic and no exit is visible. Hundreds of gold and silver coins lie haphazardly strewn across the floor.

This is the home of a large Air Elemental. Once the party enters, it will begin a whirlwind that picks up and propels the coins, causing 1-4 points of damage per round to all party members in non-heavy armor (less than plate) as long as the Elemental lives.

1 Air Elemental: [AC 2, HD 16, HP 101, #Att 1, Dam 2-20, +2 or better weapon to hit]

TREASURE

340 GP, 1057 SP.

1 Air Elemental: [AC 15, HD 12+24, HP 90, #Att 2, Slam +8, Dam Slam 14 (2d8+5), Damage Resistance Lightning, Thunder, attacks by non-magic weapons, Whirlwind (DC 13 Strength saving throw, failure causes all targets to take 15 (3d8+2) bludgeoning damage)]

Room 20

A gout of flame gusts near the door as it is opened, and heavy footfalls of a great beast make pebbles dance on the floor near the now ajar verge.

Inside this room, a Chimera is ready to take on all comers as it has also been slightly corrupted by several small patches of Violet Corruption in the chamber. Unfortunately for the beast, it is far too confused by the corruption to correctly use its breath weapon, although its strength has been greatly increased.

1 Corrupted Chimera: [AC 0, HD 12, HP 85, #Att 6, Dam 1-3/1-3/1-4/1-4/2-8/3-12. ALL attacks are +4 to damage due to its increased corrupted strength.]

TREASURE

NONE.

1 Corrupted Chimera: [AC 16, HD 12+10, HP 118, #Att 3, Bite +7/Horn +7/Claw +7, Dam Bite 13 (2d6+6)/Horn 12 (1D12+6)/Claw 13 (2D6+6), Fire Breath 31 (7D8)]

Room 21

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. Upon entry, this large chamber is a veritable fungal grove. Several piles of treasure lay undisturbed among the spores and outstretched stalks.

This is a full violet fungal chamber, and therefore must be cleared with fire.

8 Violet Fungi: [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE

AN OLD BATTLE STANDARD, TATTERED AND TORN IS HERE, BUT THE HERALDRY ON IT ISN'T RECOGNIZABLE BECAUSE OF FUNGAL ROT*, +1 SCIMITAR, 430 GPS, +1 BRASS KNUCKLES (DAMAGE 1D4+1 WITH FIST).

8 Violet Fungi: [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

**In reality, it is the Mithel Standard of the Gilded Lancers. It is important to note what the characters do with this standard, and the DM should keep track of this for later in the series! The Gilded Lancers are all dead, replaced by doppelgangers of the Infernal Machine. If a character managed to somehow magically restore the standard, it will show the crossed lances, but confronting the Lancers will only cause them to say they carry a separate standard into the dungeon when they place the real one at the gate, thus ‘always showing their colors’. This overall story arc will come into play in ROS6.*

Room 22

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. The fungal bloom here has spread rapidly and tendrils of it actually spread across the hall into the door directly opposed. On the southern wall, a heavily crusted and fungal covered door shows signs of being boarded up.

This is a full violet fungal chamber, and therefore must be cleared with fire.

8 Violet Fungi: [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE

NONE.

8 Violet Fungi: [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 23

The door to this chamber pops and buzzes when you open it, but inside only a half-shattered wall and small fungal growths on all the walls, floor, and ceiling greet you.

This is a broken room.

TREASURE

NONE.

Room 24

This wide but shallow room with smooth stone walls contains only two large braziers of smoking coals and violet tendrils of corrupted growth. Between the braziers, a beast with a four-legged body below and a ferocious wild woman atop screams at your incursion and charges your front ranks.

This is a Corrupted Lamia and she's also insane. Her tactical combat skills are so lacking that, even if the party is set for a charge, she will readily launch herself towards them in her bloodlust.

1 Corrupted Lamia: [AC 3, HD 11, HP 75, #Att 4, Dam 1-4 +4, she attacks with front claws and her own clawed hands, her strength increased by the corruption.]

TREASURE

HIDDEN IN A PILE OF RAGS AT THE BACK OF THE CHAMBER IS A CLOAK OF PROTECTION +2.

1 Corrupted Lamia: [AC 13, HD 13+26, HP 97, #Att 2, Claw +5/Dagger +5, Dam Claw 16 (2d10+5)/Dagger 7 (1d4+5), Intoxicating Touch*]

Room 25

Black stone walls and guttering torches dominate the interior of this long chamber, the far end holding a massive fire breathing bull of some kind.

A Gorgon dwells within this chamber and will bull-rush the party as they enter.

1 Gorgon: [AC 2, HD 8, HP 49, #Att 1, Dam 2-12, Breath weapon of 60 feet can turn targets to stone unless a successful saving throw versus petrification is made.]



TREASURE

A CHEST CAN BE FOUND IN THE NORTHWEST CORNER OF THE ROOM. IT IS LOCKED BUT NOT TRAPPED AND CONTAINS A SUIT OF **SPLINT MAIL +3**, SIZED FOR A DWARF.

1 Gorgon: [AC 19, HD 12+48, HP 114, #Att 1, Gore +8 or Hooves +8, Dam Gore 18 (2d12+5)/Hooves 16 (2d10+5), Petrifying Breath (DC13 Constitution in 30' range or turned to stone), Trampling Charge (DC 16 Strength or be knocked prone)]

Room 26

Tendrils of frost edge their way through the frame of this door, the handle frozen in place.

The party must make a successful open doors roll [**Strength DC 18**] to enter the chamber. Inside, a solitary dwarf works three large cold forges which use extreme cold for crafting. His skin is obsidian, blue, and hairless. A mask over his eyes wraps behind his bat-like ears. He is of a race known as the Kin, and they hold great sway over the elemental earth. He will use that connection against the party, attempting to root them in place.

1 Kin Sire: [AC 4, HD 10, HP 60, #Att 2, Dam 1-8+4, He wields a blue-steel hammer +2, and can drop his AC to -2 once a day as well as negating the party's Dexterity bonus by having the ground grasp at their feet.]

TREASURE

BLUE-STEEL HAMMER +2, BOOTS OF SPEED, RING OF PROTECTION +1.

1 Kin: [AC 18, HD 10+26, HP 80, #Att 2, Hammer +8, Dam Hammer 9 (1d8+5), Armor Increase (Can temporarily add armor by summon strength of earth AC 21), Ground Grab (can negate all enemy Dexterity bonus to AC in a 30' area)]

Room 27

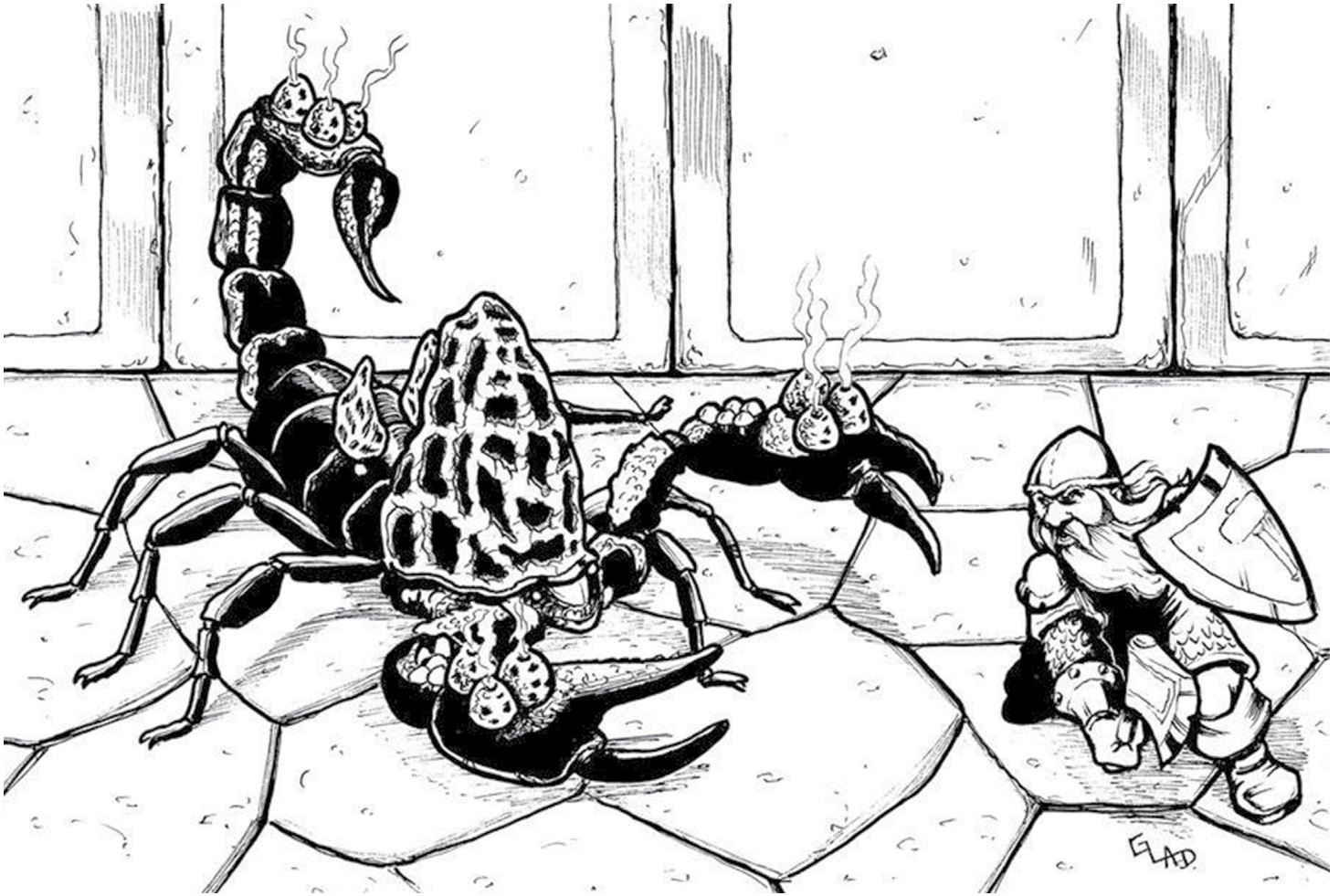
The distinct scent and spore mist of the Violet Corruption hangs heavy as you open the door to this chamber. Inside, three huge corrupted scorpions crawl among the smaller bunches of fungi.

The scorpions have been fully corrupted by the fungus and will move in for attacks without hesitation.

3 Corrupted Giant Scorpions: [AC 1, HD 7+7, HP 38, #Att 3, Dam 2-12/2-12/1-8 + Poison, the venom of the scorpion's sting will cause an additional 1-10 points of damage unless a successful saving throw versus poison is made.]

TREASURE

NONE.



3 Corrupted Giant Scorpions: [AC 13, HD 8+16, HP 43, #Att 3, Claw +5 each/Tail +5, Dam Claw 9 (1d8+5)/Tail 7 (1d4+5) + Poison (DC12 Constitution or take an additional 4 (1d8) per round until saving throw is made)]

Room 28

Evidence around the doorframe indicates this room is fraught with the Violet Corruption. This chamber has been fully overrun with fungi making it extremely difficult to make your way through the growth.

This is a full violet fungal chamber, and therefore must be cleared with fire.

7 Violet Fungi: [AC 7, HD 3, HP 13 each, #Att 1-4, Dam Special, 1-4 branches will shoot forth to corrupt flesh. Unless a saving throw versus poison is made, each successful attack does 1-10 corrosive damage.]

TREASURE

NONE.

7 Violet Fungi: [AC 5, HD 4, HP 18, #Att 4, +2 Rotting Touch, Dam Rotting Touch 4 (1d8) necrotic damage]

Room 29

This small 20'x20' square room is decorated with thousands of small sandstone tiles. Against the far wall from the entry, a polished brass plate sits upon a small pillar of intricately carved stone. One other exit is inside this room.

This is a Large Trap Room. Behind each tile, a brass javelin is set and ready to fire once the plate is removed from the pillar. The trap release is very complex, and it is -10% to discover and -10% to disarm [DC 20 on both]. If the trap is sprung, all characters inside the room take 6D6 damage from the maelstrom of javelins.

TREASURE

THE POLISHED BRASS PLATE IS ACTUALLY A MIRROR OF LIFE TRAPPING.

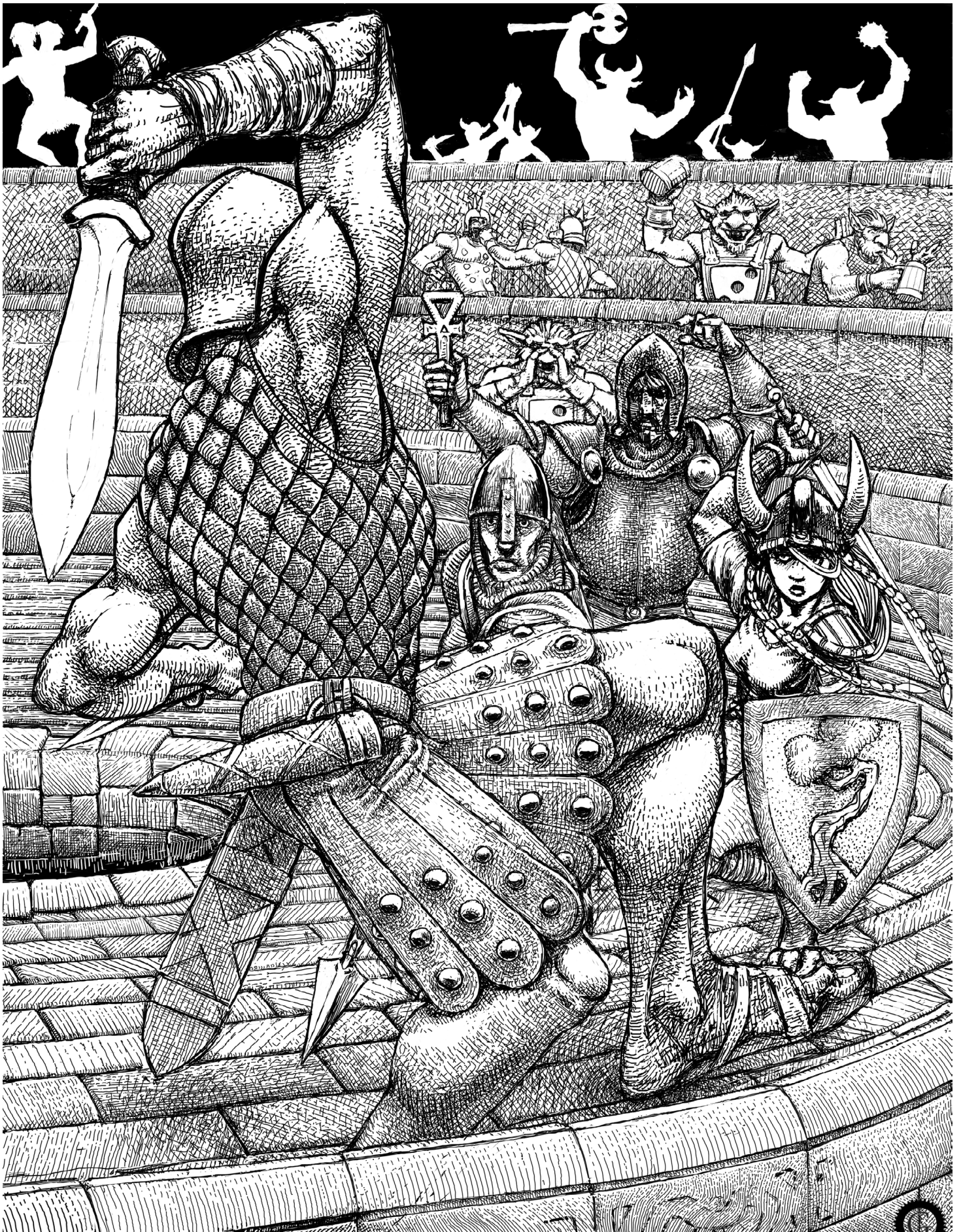
Room 30

Upon entry into this chamber, a burst of light and a sense of distortion washes over the party followed by the loud roar of a crowd.

Unlike any other room in the dungeon, this one accepts only one player at a time and blocks all other entry with a blue field of force. The DM needs to randomly roll for what party member is transported beyond the force field into the large area. Once determined, read the following:

You stand inside a massive chamber with high walls and staggered bleachers filled with all manner of human and humanoid revelers. They cheer and drink as a large giant strides through a metal door on the far end of the stadium. Behind you, a voice offers greeting, and you note a plated priest and a soldier with a spear, standing near a large open well. Both stand ready to assist you against the foe now approaching.

The two 'helpers' are Garibald the Priest of Tefnut (Goddess of Water) and High Knuckle, spearman of White Teeth Bay. They can be used as the DM wishes, but typically will be of only comical help to a fighter, usually getting in his or her way, and Garibald's spells will malfunction because he believes 'his well has run dry.' If a rogue or wizard is chosen at random, the two will be of more help, and although still comical, they can take a few hits and even heal if necessary. All the while, the crowd will go crazy after each attack. If the player wins, the room is considered cleared and both NPCs and the crowd will disappear, but if the player loses, another player will be chosen at random to enter and attempt the combat all over again against an unwounded foe.



'Lillian Isabella takes on Haga the Cloud Giant for the Brothers of Earth'

[Note: For 5th Edition, the DM might allow two or more party members to enter if you decide not to utilize the NPCs to a greater degree.]

If the characters are particularly crafty, they will note that at the bottom of the well, a subtle blue glow appears. This is an entrance to Level Four of the dungeon, although until the players have cleared this level, it is still blocked by a field of force.

1 Cloud Giant: [AC 2, HD 12+7, HP 90, #Att 1, 6-36 from massive gladius]

TREASURE

1000 GP WILL APPEAR IN THE WINNER'S LUGGAGE (BAG, BACKPACK, BELT POUCH, ETC.) AND WILL OVERFLOW IF THE CONTAINER IS TOO SMALL.

1 Cloud Giant: [AC 14, HD 16+96, HP 200, #Att 2, Morningstar +12, Dam Morningstar 21 (3d8+8)]

Room 31

Two huge black braziers burn with deep blue flames to the north of this chamber, and a door decorated with a leering skull is located on the eastern wall. At the chamber's center, a huge humanoid shape comprised completely of bone stands at the ready.

This is the guard chamber of the Bone Golem, and its sole purpose is to ensure no character makes it to the skull door.

1 Bone Golem: [AC 5, HD 60 hit points, #Att 3, Dam 2-20/2-20/2-20, the bone golem has three arms and will swing them wildly striking anything it can. It is immune to all spells except fire-based and can only be struck by +2 or better weapons. Edged weapons cause only ½ damage to the golem.]

TREASURE

NONE.

1 Bone Golem: [AC 14, HD 14+56, HP 133, #Att 3, Slam +8 (reach 5'), Dam Slam 16 (2d10+5) slashing, Damage Immunities (acid, poison, psychic; bludgeoning, piercing, and slashing from non-magic)]

Room 32

The smell of putrid flesh pervades this large square chamber. Standing before the door on the eastern wall, a two-headed giant with rotting flesh observes the party through milky eyes.

1 Undead Ettin: [AC 3, HD 12, HP 100, #Att 2, Dam 2-16/3-18, standard undead immunities and can be turned as a vampire]



TREASURE

NONE.

1 Undead Ettin: [AC 12, HD 13+30, HP 90, #Att 2, +7 Battleaxe/+7 Morningstar, Dam Battleaxe 14 (2d8+5) Morningstar 14 (2d8+5), Undead Immunities]

Room 33

This large chamber is dominated by a raised platform along the eastern wall.

Rivers of deep amber and crimson liquid flow down the steps from the throne and the air is thick with the tang of copper. Atop the platform, surrounded by heavy black tapestries and deep shadows, an armored man sits upon a stone throne. He braces a cruel looking longsword in one hand as his eyes glow balefully from within his runed helm.

The armored man is actually a Death Knight, charged with the defense of this final hall. He will use his power word spell on his first action, then move against the line of fighters as his companion from Room 34 slips behind the line to attack spell casters.

1 Death Knight: [AC 0, HD 9, HP 80, #Att 1, Dam 1-8 + 10, Power Word: Kill once per day, cannot be turned, 75% magic resistance (11% reflected on castor), Fear 5' radius]

TREASURE

LONGSWORD MADE OF BLACK STEEL +4, FULL PLATE +2, HORN OF BLASTING.

1 Death Knight: [AC 20, HD 19+95, HP 180, #Att 3, Longsword +11, Dam Longsword 13 (1d8+9), Spells*, Hellfire Orb (magic ball is hurled and explodes in a 20' sphere for 35 (10d6) fire and 35 (10d6) necrotic damage). DC 18 Dexterity saving throw for half damage]

Room 34

In the upper vault, behind the throne of the fell knight, a small chamber sits in shadow. The smell of copper and rot is heavy, and the walls are moist with congealed blood.

Here resides a Ghost, but it will likely have come to the assistance of the Death Knight in Room 33. Each chest is locked and trapped with a poison needle (save versus poison or die).

1 Ghost: [AC 0, HD 10, HP 47, #Att 1, Dam Age 10-40 years [1d4x10], Magic Jar*]

Within a secret vault in the floor [DC 18 Perception], the party will find a large hole filled with five locked chests.

TREASURE

EACH CHEST IS LOCKED AND TRAPPED. THEY ARE MADE OF IRON AND BOLTED TO THE FLOOR. CHEST #1 CONTAINS 760 CP; CHEST #2 CONTAINS 349 GP, +2 HAND AXE; CHEST #3 CONTAINS 400 GP, A 3,000 GP RUBY; CHEST #4 CONTAINS BATTLEAXE +3; CHEST #5 CONTAINS 7 POTIONS OF EXTRA HEALING [POTION OF GREATER HEALING].

1 Ghost: [AC 11, HD 10, HP 45, #Att 1, Touch +5, Dam Withering Touch 17 (4d6+3), Etherealness, Horrifying Visage*, Possession*, Damage Resistance (acid, fire, lightning, thunder; weapons of non-magic nature), Undead Immunities]

A. Blade Trap:

This long hall to a fake door is actually an elongated blade trap. Characters moving down the corridor to check the door are all subject to damage from two huge scythe-blades that come swinging down from the ceiling. Skilled thieves have a -10% chance to detect the trap [DC18 Perception], but can disable it with a standard percentage if detected [DC15]. The door at the end of the hall is false and leads only to a stone wall. Damage from the trap is 3d8 [12 (3d8)] to all characters in the hall.

B. *Vacuum Chamber Trap:*

Like most doors in the dungeon, this one opens inward, but unlike the others it opens into a decompressed vacuum. Imagine opening a space ship door to outer space and you get the idea. All characters outside the door must make a successful saving throw versus petrification or be sucked inside the small room. After the first round, the door will slam shut and all characters inside will find themselves in a room that is painted to resemble the night sky. There is, however, no oxygen in the room and characters will immediately begin taking 1d4 damage per round for the first two rounds and then 2d4 damage each round thereafter

[4 (2d4) first two rounds then 8 (2d8) each round thereafter].

Any thief inside the chamber can attempt to discover the release that will open the door (now concealed by the night sky scene), but will need to make a detect traps at a -5% chance **[DC 16 Perception].**

C. *Ceiling Drop Trap:*

Small bits of debris reside in this long thin chamber, and evidence of the earthquake will be evident. However, this is actually a collapsing ceiling trap that can be detected on a standard detect traps roll **[DC 14 Perception].** If more than three members of a party enter the hall, it will collapse causing 3d6 damage **[12 (4d6)]** to everyone in the hall. The trap can be disarmed on a standard disable traps roll **[DC 16].**

Scott's Dedication:

I'd like to give props to my design team for helping make each Folio what it is, so here is to you Andrew Rodgers & G. Scott Swift!

Mark's Dedication:

My thanks go out to Mr. Kaiser from Roosevelt Middle School who created a D&D Club over 30 years ago that forged the friendships on which this module was built.

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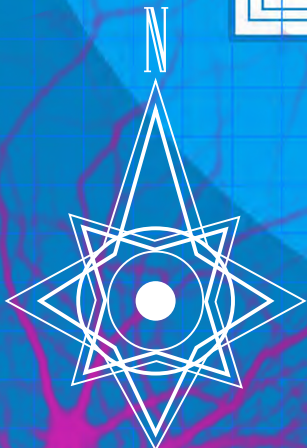
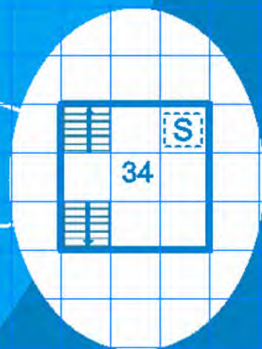
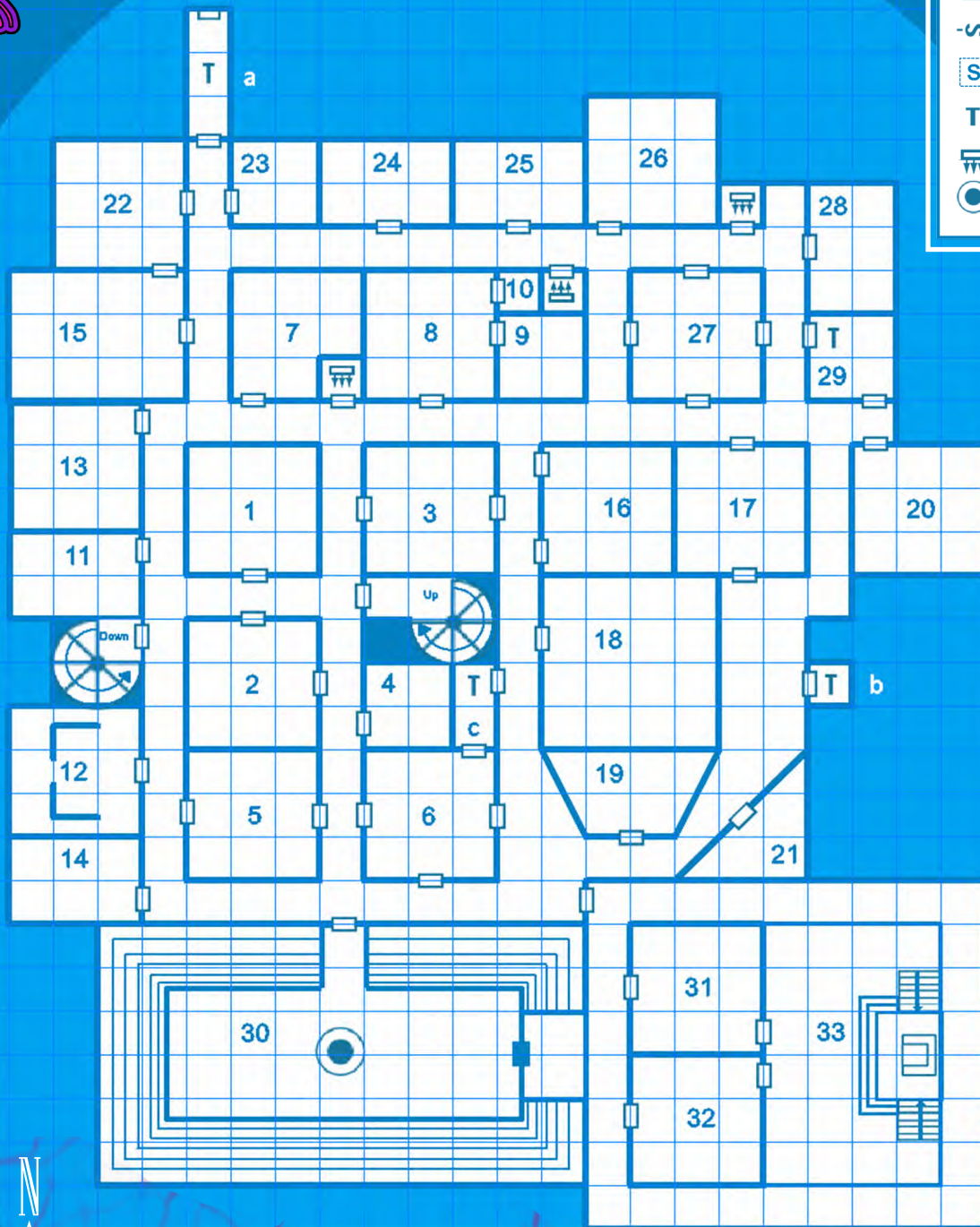
Playtesters: Sean Murphy, Kelli Lind, Peter Gordon, Jeremy 'Pugs' Osteen, Sean '2.0' Maher, Ray Crum, David 'British Dave' Warne, and 'The Monon Group'.

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THE FOLIO

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



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



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

Part Three of The Roslof Campaign

Standard Dungeon
Expansion Levels
5-7

What began as a subtle sickness has now spread into a full-blown contagion of magical origins around Roslof Keep! Although protected from the outbreak by their Mithel Standard, the Company of the Ivory Scimitar is now challenged with not only continuing their quest to defeat the Dungeon but also saving the town that they have grown to love. With unlikely allies forming from the other Mithel Companies, as well as unforeseen help within the labyrinth itself, the Ivory Scimitar must now take on the perilous task of curing the Violet Corruption while trying to discern the nature of its cause from somewhere deep within Mithelvarn's mad dungeon of self-propagating monstrosities!

