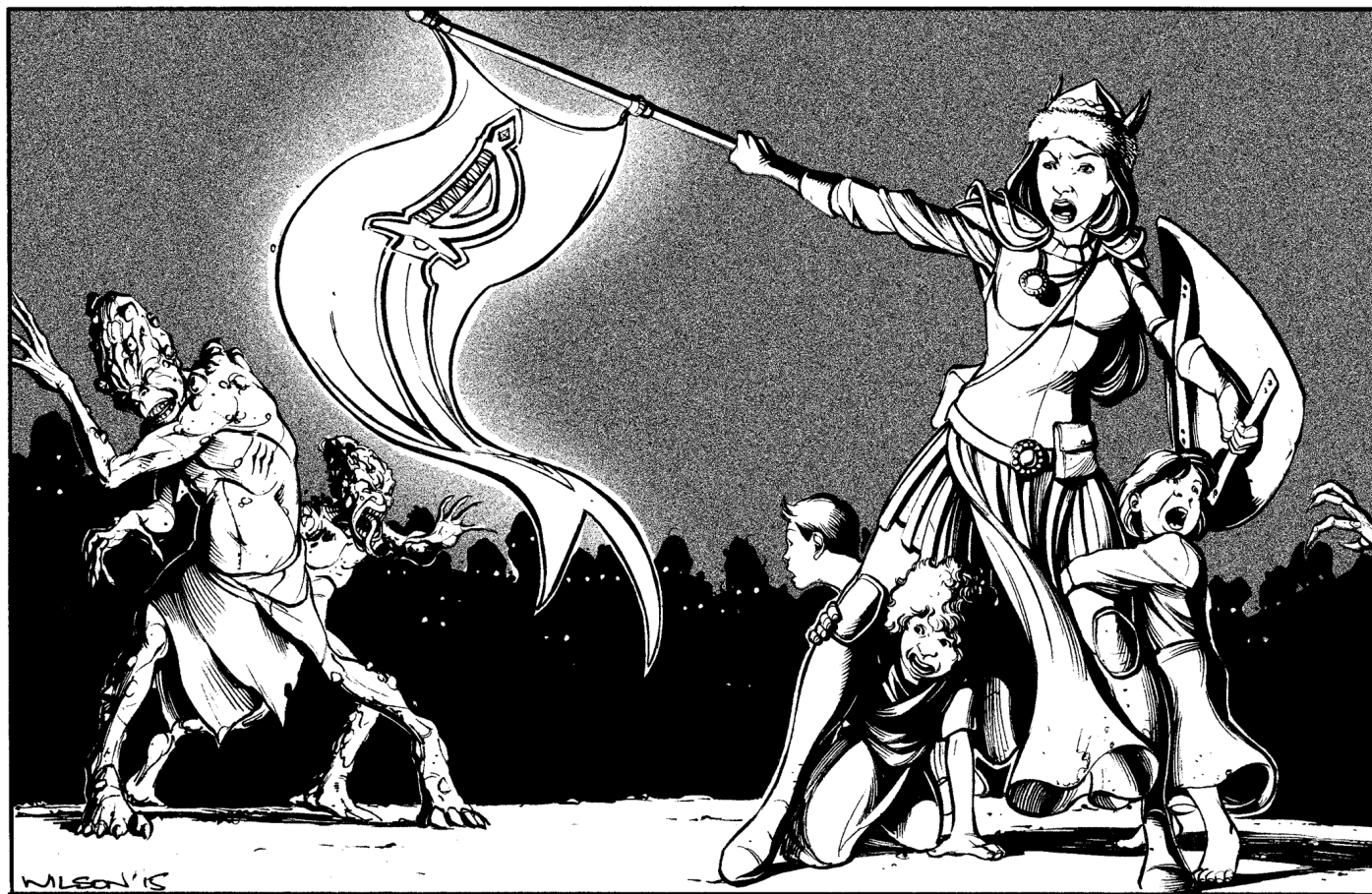


ROS3.5

Bonus Module

THE FOLIO

Mini-Module



ROSLOF KEEP CAMPAIGN

Dire Run to House Fleetwood!

Mini-Module ROS3.5

by Scott Taylor

Dire Run to House Fleetwood is a fully 1E & 5E compatible adventure for character levels 3-6 and contains all information and maps needed to run an excursion into the overrun town.

This mini-adventure is meant for characters of the Ivory Scimitar who feel compelled to go into the now corrupted town of Daern Kelton in search of loved ones, friends, or information that might help stop the Violet Corruption that now consumes the townsfolk.



Dungeon Master's Notes

Mini-Module ROS3.5

Dire Run to House Fleetwood

Mini-Adventure for Characters

Levels 3-6

Synopsis:

The Ivory Scimitar becomes convinced that some key to the Violet Corruption can be found in the old House Fleetwood within Daern Kelton. Braving the city, they journey to the house and discover several key pieces of information along the way that may help them stop the corruption and defeat the dungeon once and for all.

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

This is not meant to be an 'experience run' or a 'treasure hunt', instead it should be considered a nice aside adventure that can be used as a fun diversion for the players. It should be part zombie movie and part mystery as the players must navigate the town and then acquire bits of information that will assist them in later modules of the ROS series. The key points that should be covered if this mini-adventure as employed in your campaign are:

1.

The acquisition of the Hill Dungeon Map that can be found in the Study (Room 8) of House Fleetwood.

2.

The confirmation that another Mithel Standard exists and is currently somewhere in Daern Kelton.

3.

Personal storylines for the characters who might be seeking friends or loved ones inside the fallen town.

Combat

This adventure is designed with the idea of swarm attacks from lesser foes. To accomplish this, I've incorporated 'swarm' rules from middle D&D (3.5 & Pathfinder) into 1E rules. Remember, 5E has its own rules on swarms and they act more like standard monsters.

You may use these new 1E rules if you wish or instead create base $\frac{1}{2}$ HD monsters and attack characters accordingly, although I feel this will slow the game down a great deal. The following should be rules employed if using creatures designated as a swarm:

1. The Swarm always hits causing damage to every opponent in its area of effect. The only exception to this rule is if the swarm consists of something larger than insects and the target is covered in plate armor with helm. Then, they are considered immune to damage, although the DM may choose to limit the target's movement or even have a larger creature swarm begin pulling the armor off the target (ala a zombie attack) thus making them vulnerable.

2. Swarms do damage according to their current HP total as compared to their maximum HP. This is calculated by dividing the total HP by 4, then reducing the damage dice by $\frac{1}{4}$ each time the party does the number of damage indicated by the divisible.

4. Example: A Rat Swarm has 40 total hit points. Thus, by dividing by 4, the swarm is considered to be reducing its damage dice by 1 each time the swarm loses 10 points of damage. The party's fighter hits the swarm for 12, thus, instead of doing 4d4 damage on its next attack, the swarm would do 3d4 damage to all

opponents in its area of effect. If the swarm has less than 4 dice of damage, then take a die away at 50% hit points.

3. Swarm area of effect is also reduced by $\frac{1}{4}$ each time appropriate damage is dealt to it.

4. If players want to defend someone (in this scenario let's say they are children) against a swarm attack, they can do so by doubling the damage they are taking each round. This is only possible, however, on swarms made up of larger animals, shielding from insects would not be possible.

Random Encounters & Entry Into the Town

There are five primary 'random' encounters to be had while the party is passing through the town trying to get to House Fleetwood at the crossroads. These can be placed in the 'run anytime the DM wishes' category, but obviously the Black Vanguard would need to occur even before the players leave the city, and remember, the characters will have to negotiate to get back in as well, especially if they have survivors with them. One thing to also remember, you will probably need to replay the scene described in the ROS3 Gazetteer concerning 'The Warrior of Chaos'. It reads as follows: 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.

The characters should never really have an interaction with the Warrior of Chaos, so he might be a good person to show them right before they are engaged in a larger fight, thus they can't follow him.

1. The Black Vanguard:

Bane Stoutpick, the Co-Captain of the Black Vanguard, is all about doing his job. He will absolutely deny the players the right to leave the keep, however, if they have developed a good relationship with Co-Captain Brand Ironspark (in ROS2), he will sway his co-captain to allow the Ivory Scimitar to leave, but they will not be allowed to do so with their Mithel Standard which will be kept at House Aldenmier. If the party has not made friends with Brand

Ironspark, then some delicate negotiations using Charisma stats (Bane's starting Reaction is 25, and can be modified up or down by 10 depending on the parties alliance with Brand) **[DC 15 Charisma +/- 2 for Brand]** should be employed to get the players out. The end result needed to get out of the keep without a fight is a 46 or better Reaction Total, however no total will allow the party to leave with their Mithel Standard. Also, once the Ivory Scimitar comes back, they will require another round of negotiations to get back inside. These negotiations will be made more difficult by any survivors the Ivory Scimitar brings back with them (reaction modified by -3 per survivor with a total to get back in still being 46)

[DC +1 for each survivor].

2. The City Streets: The streets of the Daern Kelton are a shambles as though looters or chaotic mobs have ransacked buildings and left refuse all over the streets. Overturned carts, shattered stalls, and broken storefronts and homes are evident wherever the party travels. Depending on where they choose to go (either House Fleetwood or another location depending on player's involvement in the city), they will have several opportunities to encounter a corrupted mob.

Corrupted Mob, Swarm: [AC 10, HD 10, HP 65, Area of Effect 20', Dam: 4d4]

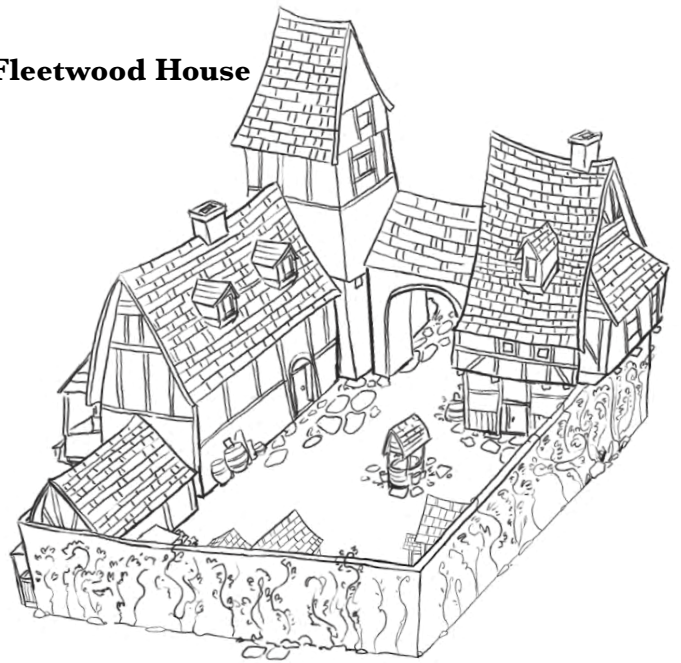
Corrupted Mob, Swarm: [AC 10, HD 13+26, HP 68, #AT 1, Hit: +10, Dam: 13 (3d6 (Piercing)+4) **Damage Resistance:** Bludgeoning, piercing, slashing (1/2 damage)]

3. Children on the Run: One possible encounter will be a small group of young children who have somehow avoided the corrupted mobs. This is a ‘they mostly come out at night... mostly’ type of scenario. The children do know some of the secret thoroughways of the Daern Kelton and can be of great help to the party when avoiding the corrupted mobs. However, at least one encounter with the children in jeopardy should take place, typically on the first meeting. The children are as follows: Darn (male age 12), Tara (female age 10), Jacob (male age 8), Nicca (female age 8), and Jenas (female age 6).

Corrupted Mob: *As Above

4. Corrupted Dog Pack: Humans weren’t the only denizens of Daern Kelton to be corrupted by the violet fungus. A wild pack of street dogs have succumbed to the curse and now roam the streets looking for victims, but instead of corrupting targets, they will eat them. Putting down this pack will be a priority as they will aggressively kill anything they can, and remember, cursed humans can be saved.

Fleetwood House



Corrupted Pack, Swarm: [AC 10, HD 6, HP 35, Area of Effect 20’, Dam: 2d6]

Corrupted Pack, Swarm: [AC 10, HD 8+16, HP 27, #AT 1, Hit: +8, Dam: 8 (2d6 (Piercing)+2), **Damage Resistance:** Bludgeoning, piercing, slashing (1/2 damage)]

5. Mycanoid Attack: Rising from the fungal bloom of the Clock Tower, a gang of dangerous Mycanoids has begun trying to cultivate the fungus and spread it further around the town. They are not interested in talking and will do whatever it takes to continue to spread the curse.

Mycanoid Farmers [6]: [AC 10, HD 6, HP 35, #AT 1, Dam: 6-24 (Fist), Animate Dead Spores]

Mycanoid Farmers [6]: [AC 12, HD 4+4, HP 22, #AT 1, Hit: +2 (Fist), Dam: 5 (2d4), **Pacifying Spores (3/day) (DC 11 Constitution saving throw or be stunned for 1 minute)]**

Fleetwood House

1. Foyer:

The door is slightly ajar and opens into a homey entry decorated with a large carpet and two fine wooden chairs along the west wall.

The room is empty otherwise, although a pair of riding boots has been cast beside one of the wooden chairs.

2. Common Lounge:

A bay window dominates the eastern wall of this room with a divan placed inside the alcove of the windows. A rocking chair sits next to a large fireplace and two other wooden chairs with cushioned seats are nearby.

Evidence of a recently lit fire still resides in the hearth and a single goblet (15gp) rests on the mantle above the fireplace.

3. Kitchen:

This room is dominated by a large butcher's block table, an open fireplace with swing bag for a cast iron pot, larder, and cupboard.

The larder has been recently stocked with a modest amount of food, and several used plates have been stacked in a bucket by a door in the south wall. The door leads to the back of the house, a small footpath twining around the edge of the house toward the northeast.

4. Water Closet:

A small water closet is within this door.

The refuse bin in the toilet actually goes into the town sewer, and a bit of violet fungus now creeps over the seat. Any close inspection will bring a small swarm of corrupted rats pouring out of the opening.

Corrupted Rats, Swarm: [AC 10, HD 4, HP 20, Area of Effect 15', Dam: 2d4]

Corrupted Rats, Swarm: [AC 10, HD 7 - 7, HP 24, #AT one creature in the swarm's space, Hit: +2, Dam: 7 (2d6) piercing, or 4 (1d6) if HPs are reduced by half, Damage Resistances: Bludgeoning, piercing, slashing (1/2 damage)]

5. Secret Room:

The door to this chamber has been earnestly concealed [DC 20 Perception], and if discovered is still cleverly locked and requires a successful open locks at -15% to open [DC 20].



The door opens into a large room decorated with a shelf on the west wall, a weapons rack along the east, and a large hand-carved wooden block with a hole in the middle along the south wall.

Investigating the rack reveals three fine longswords, a spear, and a short composite bow still rest in the weapons rack. The shelving holds a dozen scrolls dedicated to the first three levels of Mithelvarn's Dungeon, an out of date map of Daern Kelton, a map of the old sewer system beneath the city, and a map of Oakfield Province (provided in the ROS3). Investigation using find/remove traps **[DC 15 Perception]** reveals dust has been disturbed

around the wooden block and on the shelves with some scrolls probably missing from the collection. The size of the hole in the wooden block is identical to those found at the entry to Mithelvarn's Dungeon that the Mithel Standards are placed in.

TREASURE:

IF THE PARTY IS DETERMINED TO STEAL THE WEAPONS, EACH IS TO BE CONSIDERED +2, WHILE THE SHORT COMPOSITE BOW IS ALSO ENCHANTED AS THOUGH IT WERE **BRACERS OF ARCHERY** **[BRACERS OF ARCHERY]** ATOP ITS STANDARD +2 BONUS (GIVING THE BOW A TOTAL +4 TO HIT & +3 TO DAMAGE)

[THUS MAKING IT +4 ATTACK & DAMAGE BUT NOT +4 OVERALL MAGICAL ENCHANTMENT].

6. Private Dining Room:

A large round table that could seat eight comfortably rests in the center of this room and a thin serving table rests along the eastern wall of this room.

A fungal human from the town has slipped into this room earlier in the day and taken refuge beneath the table. If a party member looks beneath the table, the DM should utilize a ‘jump scare’ and have the citizen leap out and bite the target. If no one looks beneath the table, the corrupted human will slowly rise up behind a target giving the party a chance to spot it (1 in 6) **[DC 15 Perception]**, before hissing in the target’s ear and then attacking.

Corrupted Citizen: [AC 8, HD 4, HP 20, #AT 3, Dam: 1d6 (Bite)/1d4 x2 (Claws)]

Corrupted Citizen: [AC 12, HD 4+4, HP 22, #AT 3, Hit: +3, Dam: 5 (2d4) Bite/4 (1d4+2) Claw, Multiattack]

7. Library:

This room houses a large collection of books along the eastern wall on a single bookshelf. Two stout and heavily padded chairs rest on a large rug, and side tables near each show signs of heavy use during their lives.

The books are of local history, poetry, finance, and nature. None are particularly valuable, but one does hold a chapter on the Mithel Companies that details not only the known ones but also one owned by House Fleetwood called the Company of Chaos. This can be discovered by spending 1d4 hours scanning through the books.

8. Study:

This room is dominated by a large desk and chair. A small bookcase with odd bits of collected ‘treasure’ sits behind the desk and atop it are several scrolls rolled out and held with polished stones.

The scrolls contain some pieces of the city sewer system that have been mapped in greater detail as well as a single map labelled ‘The Hill Passage’. This map shows what appears to be a dungeon with a clear-cut path marked through it that leads to a rough-hewn passage near the back. That passage is marked, ‘Blue Glow Exists Here to Level 5’.

9. Servant Kitchen:

A small kitchen houses old pots and cooking implements. It does not look to have been in use in many years.

10. Servant Eating Quarters:

Two long tables with a dozen three-legged stools are in this room, and the tabletops show signs of food and drink staining, but have not been in use in years.

11. Smithy:

A small smithy is housed within, although the implements here look to be dedicated to the mundane craft of horse shoeing and household item repair.

Any player investigating the room will disturb a corrupted raccoon that will leap at the target with another perfect 'jump scare' opportunity.

*Note:

If the party has already rescued the children, Jenas the 6 year-old girl will leap to the defense of the raccoon screaming, 'That's Mr. Puffs! Don't hurt Mr. Puffs!' He was the girl's pet and saved her from a corrupted mob. The party will receive 1000 bonus experience if they subdue the raccoon. A cage for the animal can be found in the smithy (which was probably a large rat trap).

Corrupted Raccoon: [AC 8, HD 2, HP 8, #AT 3, Dam: 1d4 (Bite)/1d3 x2 (Claws)]

Corrupted Raccoon: [AC 12, HD 2, HP 8, #AT 1, Hit: +2, Dam: 4 (2d4) Bite]

12. Servant Sleeping Quarters:

Old bunks that show signs of rot comprise the bulk of the decoration in this building. Two small chests are here as well, but both are unlocked and empty.

13. Stables:

Tack and bridles hang in this mostly open air building, each stall empty save for one that has reasonably fresh hay in it. No horses, however, are currently in residence.

14. Upper Story Foyer:

This large room holds a number of doors, including two sets of doubles. Along the southern wall, a large tapestry depicting a king bestowing a necklace on a lady in court decorates the vast majority of the wall.

15. Master Sitting Room:

Four chairs and a small round table decorate this room, and a large rug covers the floor.

16. Master Water Closet:

Another water closet is in this room, but no sign of violet fungus can be found.

17. Master Bedroom:

Another bay window sheds light into this large bedchamber. A divan rests beneath the window and a large four-post bed rests against the west wall across from the window. A large armoire stands half open in the room and the bed shows signs of occupancy as the covers are turned out and in disarray.

The armoire holds various clothes and a folded tabard with the same lion crest as seen in the picture on the tapestry.

18. Guest Room:

A fine bed, night stand, and a single chair decorates this chamber.

19. Guest Room:

The smell of fungus assaults your senses as you open the door to this room. Inside, the single window has been shattered and a corrupted Lowl, his fungal growth pointed and dominated by patches of red and yellow, leaps to attack.

This corrupted Lowl was the master of the trade caravan reported from the walls to have fallen to the corrupted citizens. He made it farther than most of his companions, but has succumbed to the corruption and will now

utilize his battle prowess to try to destroy the party. However, if they manage to subdue him, he will award all members with a rare magic item (of DM's choice) once the curse is lifted.

Corrupted Lowl: [AC 4, HD 4, HP 40, #AT 3, Dam: 2d6 (Flaming Bite!)/1d8 x2 (Claws)]

Corrupted Lowl: [AC 17, HD 7+21, HP 49, #AT 1, Hit: +8, Dam: 17 (3d6+1D8 (Flame)+4) Flaming Bite]

20. Guest Common Room:

A fireplace, rug, and several chairs provide a comfortable sitting and gathering area in this large chamber.

21. Guest Room:

A bed, single chair, and small armoire are in this room. It doesn't look to have been disturbed in some time.

22. Water Closet:

Another water closet, this one also free of fungus.

23. Balcony:

The double doors open onto a large upper balcony. A wooden rail with stone supports runs the length of the front (northern) side of the building and

overlooks the grounds all the way to the front gate.

24. The Old Well:

A large well with a small amount of creeping violet fungus penetrates the earth here, a crank and bucket unused above.

Aftermath:

The aftermath of this mini-adventure should answer a few questions for the players as well as creating a couple more. On the positive, they should have been given the chance to save friends and even family inside Daern Kelton. Second, they will probably have recovered the map to the Hill that will be required when reaching Level 5 of the dungeon in ROS5. On the question side, they will have uncovered the fact that the Mithel Standard for the Company of Chaos does exist, although who exactly has it is still a mystery. Nonetheless, this aside should be both entertaining and fulfilling to help flesh out the events of the Roslof Keep Campaign.



Scott's Dedication:

I'd like to dedicate this adventure to all the backers on Kickstarter that made it possible to produce. Well done, and have fun!

Credits:

Authors: Scott Taylor

Editing: G. Scott Swift

Cartography: G. Scott Swift & Scott Taylor

Design/Layout: Andrew Rodgers

Cover Art: 'Save the Children' by Michael Wilson

B/W Interior Illustrations:

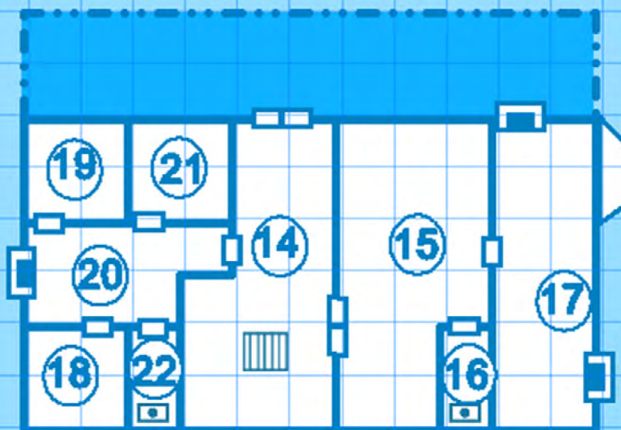
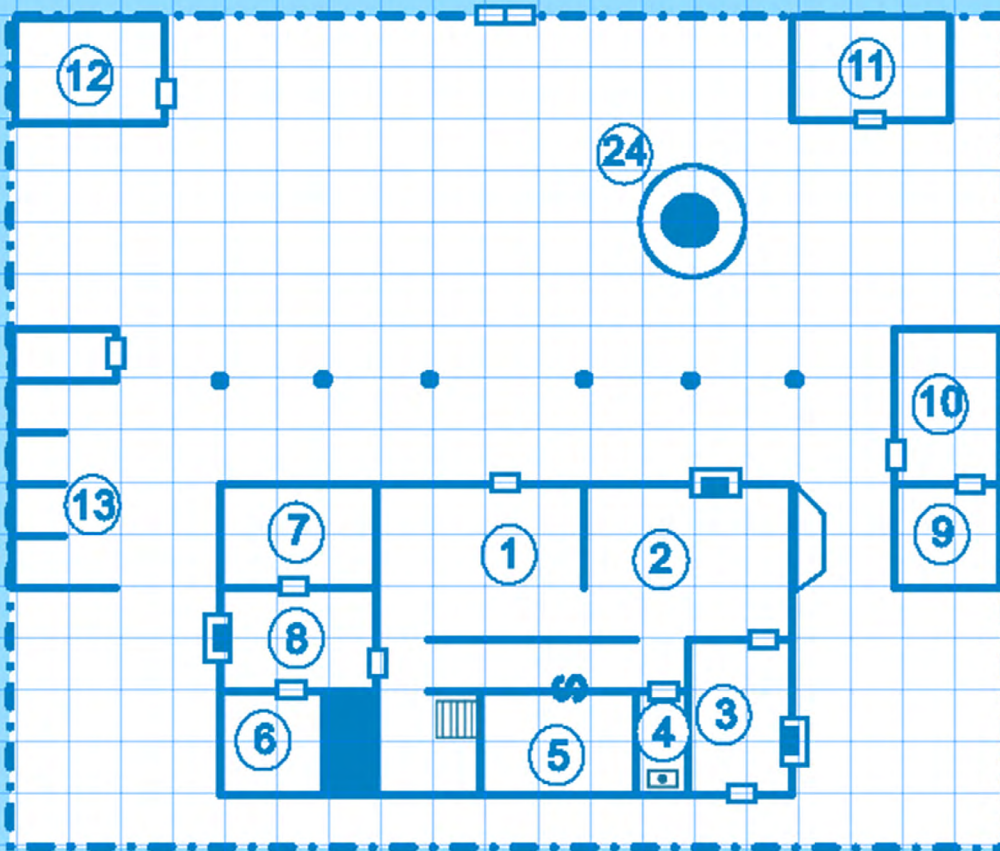
Jim Holloway & Michael Wilson

Pathfinder © is the sole property of Paizo, and Dungeons & Dragons ©, Players Handbook ©, and Dungeon Masters Guide © are the sole property of Wizards of the Coast and Art of the Genre make no claims on these trademarks.



THE FOLIO

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



Upper Level

