

ROSLOF THE



Part Four
of
The Roslof Campaign

ROS4
Secrets of the
Wildlands

New Monster:
The Burning Dead!

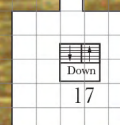
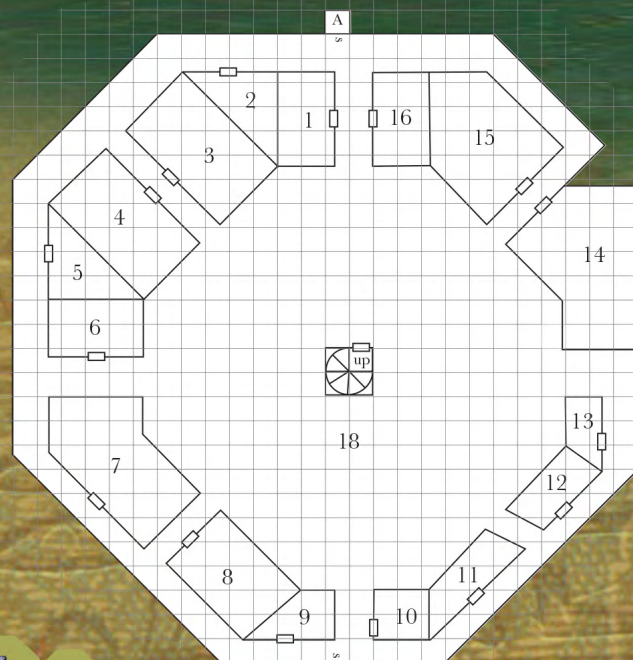
Gazetteer NR4:
Kelmalin Wildlands

Dungeon Expansion
Levels 6-9
in both 1E & 5E format!

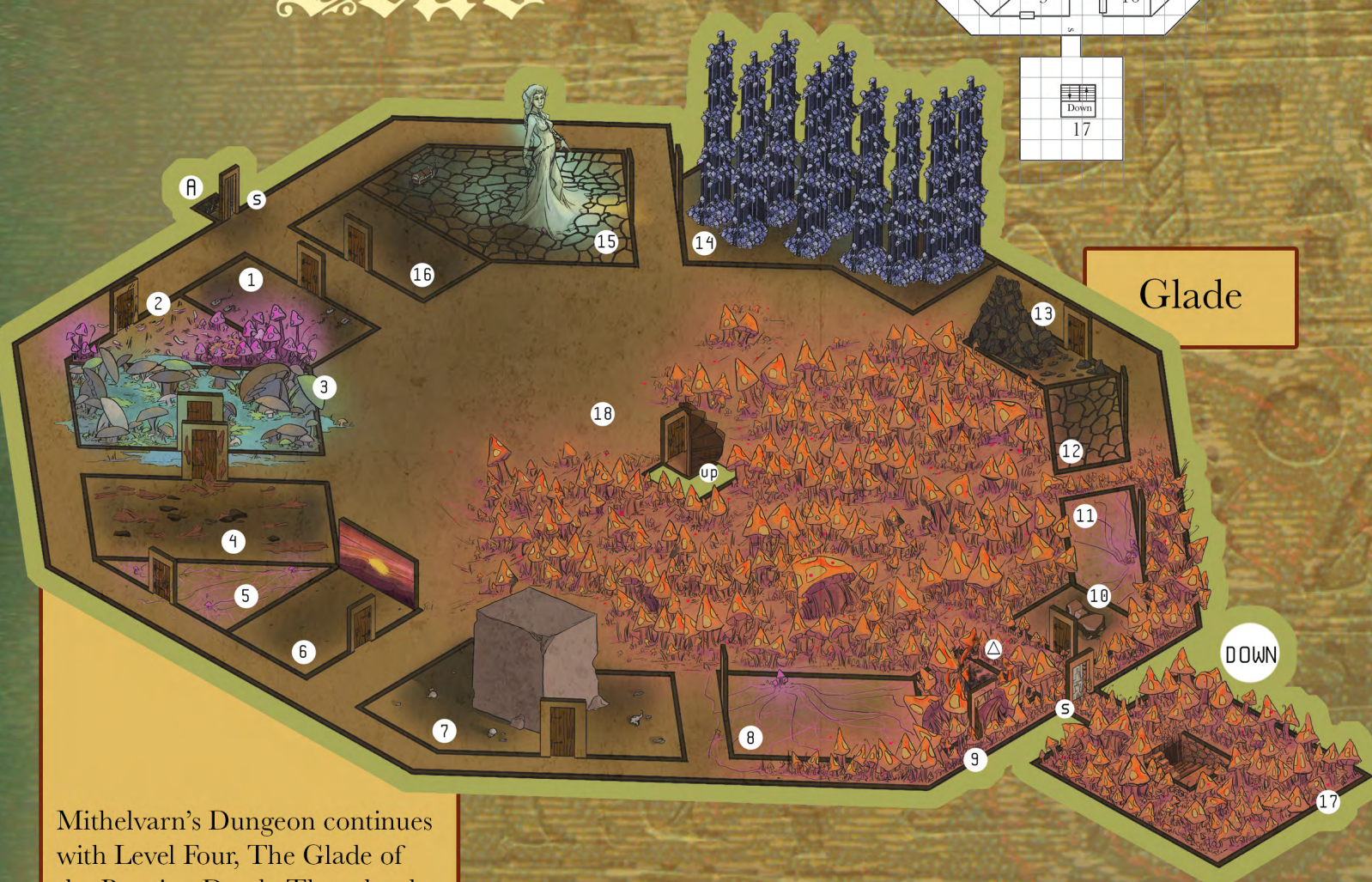


DANIEL R. HORNE

Blade of the Burning Dead



Glade



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

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

Roslof Keep Gazetteer

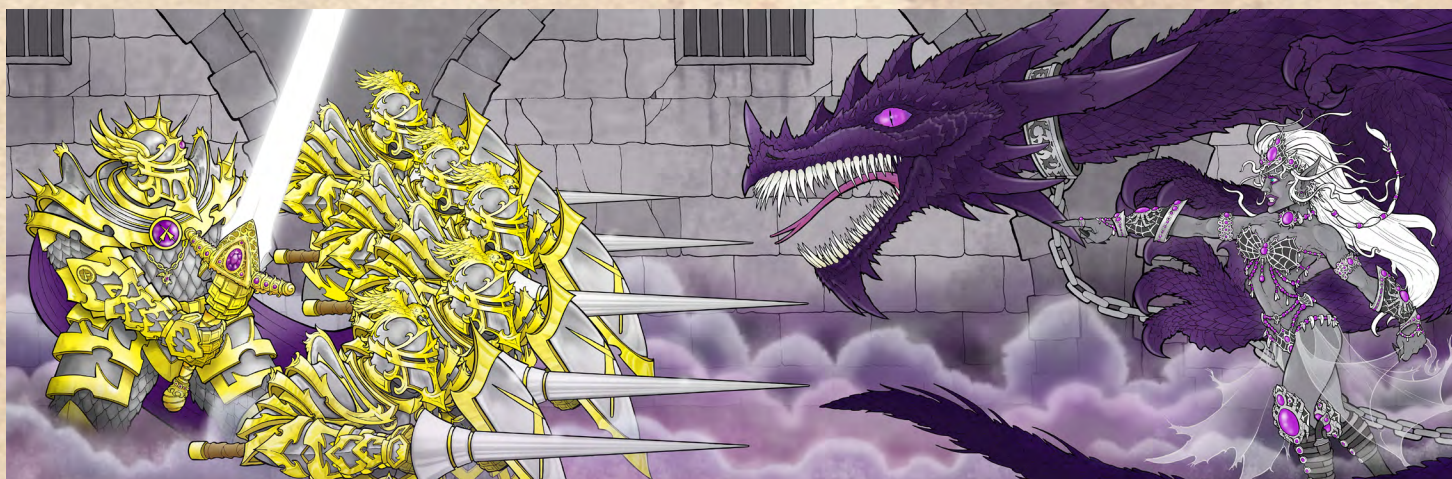
NR4 Daern Kelton by Scott Taylor & Mark Timm

Population: 4930

Lord: Samuel Snee

Sheriff: Barist Mourn

Provincial Ranger: Carlton



'Captain Donohoo and the Gilded Lancers take on a foe in Level 6'

INTRODUCTION

Your Sandbox

Okay, so you've reached the half-way point of the Roslof Keep Campaign! Pat yourself on the back because what is behind you was not easy and certainly what lies ahead won't be either.

This time around, you'll have a chance to break away from the stone and street of Roslof Keep and get your feet wet with a wilderness adventure. Now that isn't to say that ROS4 is all wilderness, and like any standard D&D adventure where a 5-minute combat takes 5 hours and a 500-mile journey takes 5 minutes, how you handle the journey outside the keep is up to you.

In my experience, if a campaign has been 'trapped' like this for so long, it is nice to let the players stretch their legs a bit, and I'd suggest doing a nice practice of camping, preparing food, and just the walk, but again, that is up to you. Also, if you are so inclined, you might actually crack out that old copy of Wilderness Survival Guide that never gets used. If you utilize that book or simply gloss over the possible wilderness adventures in this module, I hope Folio #4 finds your version of the Ivory Scimitar in fair health and good spirits because once again they will be tested!

Best,
Scott Taylor

CAMPAIGN BACKGROUND ON

Kelmalin Wildlands

The Kelmalin is a large area of land that basically runs from the eastern side of Roslof Keep to the farmlands of Perlout of the Tall Ships on the eastern shores of the Free Coast. The keep, and those who defend it, are in a constant battle to maintain both the Trade Road and the Trade River, clearing each of ravaging brigands, but of late that seems near impossible.

These wildlands are home to all manner of strange and dangerous animals and humanoids, from mystical beasts to xenophobic elves. Travelers on the Trade Road and River often report strange sights and dangerous encounters especially in the lands south of the Strangler's Deep, a dense and ancient forest known to harbor the greatest of druids, Belmarillion the Watcher.

Although runestones can be found throughout Oakfield, Kelmalin boasts the greatest concentration. Many folk whisper that these towering stone monoliths, etched with ancient writings, actually summon evil creatures into the land.

Whatever the case, none doubt the danger the Kelmalin presents to the folk of Roslof Keep and beyond.

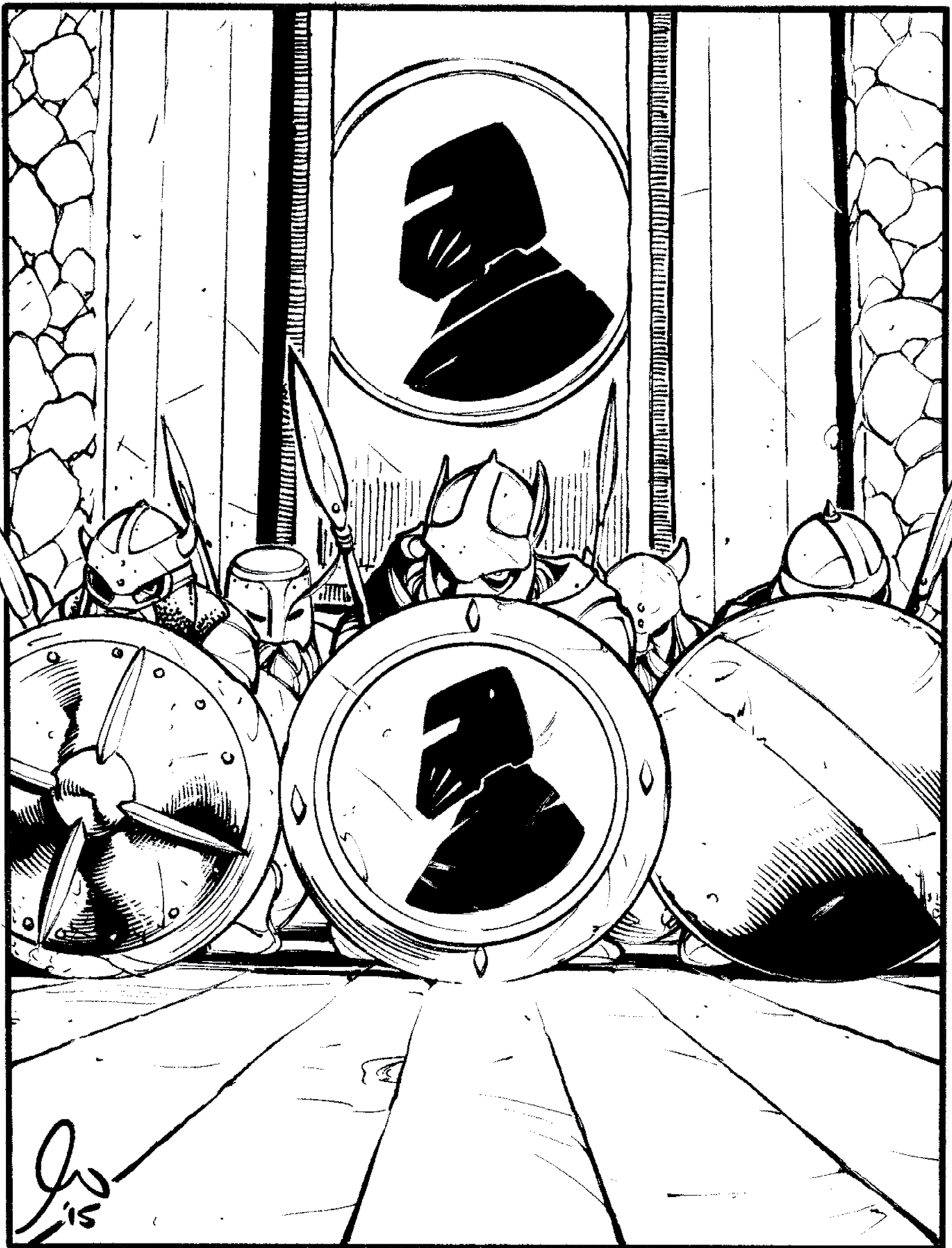
When travelling in the Kelmalin, the party can have as much 'difficulty' as the DM likes, but as this is the first time the party will have really stretched their legs outside the dungeon, it might be fun to extend things a bit. The region is temperate forest, but the time of year that the players move into the wilds is up to you (winter and heavy snow can always be fun). If playing 1E,

I'd suggest breaking out your old Wilderness Survival Guide and having a bit of fun. Really, for me, there is nothing like blowing the dust off a rarely used book and seeing what secrets it holds!

For purposes of the campaign, a journey to the Hill will take roughly two days of travel east through difficult terrain unless the party decides to take the Trade Road which will cut a half-day off the travel time but also subject them to having to negotiate with the Laughing Beasts concerning why they are going into the wilds in the first place. Such an interaction can be either good or bad, depending on the party's past dealings with them.

Adventure Synopsis

The Ivory Scimitar will already be on a headlong course for clearing the dungeon by this point, but in ROS4 they will find themselves at a kind of dead end. After clearing Level 4 of the dungeon they will find the entrance to Level 5 has been blocked by unpassable fungus. Relying on knowledge gained during the previous modules [and especially ROS 3.5] the party should have discovered a possible second entrance to the lower halls of the dungeon that can be found outside the keep, in the Kelmalin Wildlands. So, the party will have to once again sneak out of Roslof Keep, avoid the violet corrupted populace, and then brave the Kelmalin before entering another dungeon that will eventually lead them to Level 5.



The Black Vanguard stand ready at the gates to Roslof Keep

Dungeon Master's Notes & Suggestions on Running the Dungeon

1. Running the Kelmalin:

There are really two encounters that I'd encourage on your way to the Hill. The first of these will be paramount to the continuing development of the campaign and revolves around seeing an Ogre Magi near one of the massive runestones. The Magi carries two struggling victims upon his back (DM's choice of race). As he heads west toward Roslof Keep, a nearby runestone begins to glow, its runes shimmering, and suddenly the Magi disappears along with his cargo. This scene really needs to be recounted to the players during their journey as it will come back to roost, so to speak, in ROS5. The second encounter will take place just outside the perimeter of Roslof Keep. The party will run into a Kenku guide named Sharpfeather. If solicited, he will guide the party through the Kelmalin to the Hill but will not enter. In this fashion, assuming the party doesn't have any skilled woodsman, the DM can help them along.

2. Dead Companies:

(See The Infernal Machine section).

3. House Aldenmeir & the Dead:

With the dead having been brought back to combat the Mithel Companies, an interesting wrinkle comes into play. This revolves around Lord Aldenmeir's ghostly wife. If she has joined the Ivory Scimitar, she will have several advantages when dealing with the

dead. The primary of these will be that the dead will not attack her unless she attacks them. She will also have the ability to strike ethereal enemies by shifting between planes. Lastly, she will have a 'sense' for the presence of other dead that will act as an early warning sign. This last ability basically manifests as never allowing the party to be surprised by the dead.

4. What remains of the NPC alliance:

If played correctly, the alliance between the Ivory Scimitar and the Dungeon NPCs should still be intact, assuming any NPCs survived the final boss fight. Now comes an interesting series of questions for the DM. Do the NPCs continue to fight alongside the PCs? Probably, if treated fairly by the players, because the Violet Corruption still exists. Do the NPCs actually join the Ivory Scimitar? Probably not, unless a player character died along the way and a player would like to take over one of these unique NPCs, which could be fun. Do the NPCs follow the Ivory Scimitar into Level Four of the dungeon? Yes, if they are invited, but likely would stick on Level Four once it is seen as blocked and are likely not to go into the Kelmalin unless now being played by a player.

5. Interactions with the other Companies:

These should be limited unless the Men of Iron are actively fighting with the Ivory Scimitar in your

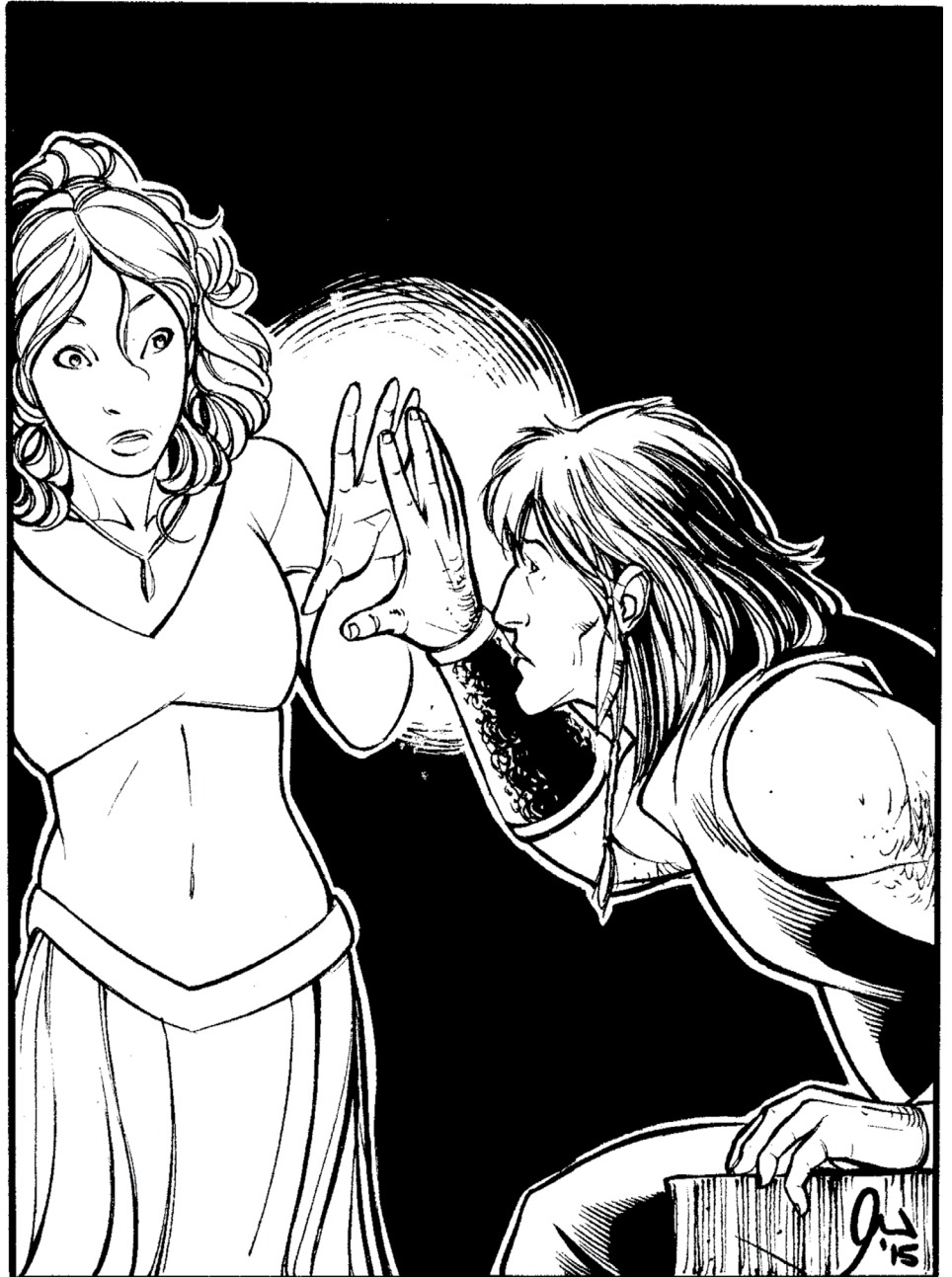
campaign. The Violet Corruption is still present and flourishing. Three companies are outside Roslof Keep already, and the others are secluded in their respective houses.

6. The Company of Chaos:

Depending on the Ivory Scimitar's experiences during the ROS3.5 mini-adventure, it is possible they could have encountered the rogue Fleetwood and gained knowledge of his Mithel Standard for the Company of Chaos. If this happens, it gives the players the unique opportunity to have two standards at once, although right now the Chaos Standard is required to protect the remaining refugees for Daern Kelton south of town. Contact with Fleetwood, however, can lead to a proper alliance, and perhaps some members of the Ivory Scimitar will choose to join the Company of Chaos in an attempt to swell the ranks of 'good'. Why they would do this is up to you, but there are a dozen scenarios where players might be looking to branch out on their own at this point while still seeing the overall quest completed.

7. The Hammer Fall of Anarchy [ROS4.5]:

Like ROS3, ROS4 has a side mini-adventure. This one is titled The Hammer Fall of Anarchy, in which ambitious players decide they want to investigate the unknown regions of the Hill dungeon provided in ROS4. Although not required, there can be good experience and treasure had in this side adventure, be it created by the DM, or if you have a copy of ROS4.5 from AotG.



Lord Aldenmeir meets his wife again for the first time

Overall Story Arcs and Threads

Adventure Seed: Party Must Defeat Level 4, The Company of the Dead; in this scenario, the Infernal Machine has actually been ‘storing’ the souls of the dead company members that have died while in the dungeon over the years. This will allow the DM to employ lost characters as enemies while the party is trying to break through to Level 5.

Art of this Issue

Well, I have to say I’m pretty excited to feature my good friend Daniel Horne’s work on the cover this time around. I initially thought I’d use this piece for ROSI, but it was a bit risqué for the launch (especially considering she was nude in the original!). This time around, our Aztec priestess dons more clothes and yet I still think the power of the piece is intact. I’ve loved Daniel’s work since I first saw it in the mid-1980s on the cover of Dragon Magazine (especially ‘Easy Pickings Anyway You Look at It’, and ‘Saving the Best for Last’), so it is a thrill to have him for The Folio!

I’ve also been happy to really start to settle in with my interior artist core group. Having always been a huge fan of how TSR handled their ‘pit’ of artists, from the First Four (Roslof/Dee/Willingham/Otus), to the Masters of Oil (Easley/Elmore/Parkinson/Caldwell), I couldn’t help but want to build The Folio brand around a similar collection of talent. As always, I’ve included a Jim Holloway illustration, because I love Holloway. However, my real ‘Big Four’ begins with Michael Wilson, who is featured in the Gazetteer doing b/w illustration, the cover of the Dungeon, and the back cover work on The Folio #4. I like to consider him my ‘Dee’. Next comes Chet Minton, who has grabbed everyone’s attention with his color work on the Gazetteer booklets. I’m thinking of him as my Otus, as his stylized art certainly sets him apart. Next we have Brian ‘Glad’ Thomas who does all of the b/w Dungeon work, and although what originally drew me to him was his Holloway-like style, I’m going to give him some Roslof props as the glue that holds things together. If I then add the David Trampier inspired work of artist Matthew Ray, I’m a very happy designer.

To round out this issue, we also get another look at artist Janet Aulisio with a fantastic portrait and Jeff Laubenstein who adds his talents to comics and races. So, does it cost me more than it should? Yep, but I hope you all see it as worth it!



Captain Donohoo contemplates his fate

JANET AULISIO 2015

The Infernal Machine

This time around, the Infernal Machine is up to even deadlier tricks. Unbeknownst to everyone on the surface world, the Infernal Machine has been storing the souls of the dead Mithel Company adventurers since its inception. That said, it now has hundreds of nasty and pissed off spirits ready to unleash on live companies, the bulk of these seeking revenge for their deaths. During ROS4, these spirits will be released against the Ivory Scimitar, most being unknown dead, but if members of the Ivory Scimitar had died along the way, they will be 'reborn' to lead dead raiders against their former friends. The DM will take on the responsibility of building these undead raider parties, and for the purposes of Clerical Turning, they are to be considered Special** [DC 5 Wisdom]. I have, however, provided a sample raiding party that will pursue the players from Level 1 to Level 4, keeping the Ivory Scimitar on its toes from entry to destination. This will help ramp up the terror factor as the company is forced to once again take note of their surroundings on levels they have already cleared.

Also keep in mind that these are very angry spirits, and should any current player possess items that once belonged to a dead player, that party member will get the brunt of the attacks from the dead as they try to reclaim their lost items. The dead will talk, curse, converse, taunt, and bring up nasty secrets (if they know any) while in battle with the party, so this could also be a fun way for the DM to sow some controversy into the adventure if players have done things behind other players' backs.

These parties should consist of 1 magic-user, 1 cleric, 1 thief, and 3 fighters, but the DM can customize to choice considering the strengths (and weaknesses) of their campaign's version of the Ivory Scimitar. For purposes of gameplay, all members of the raid party should be considered either zombies, skeletons, or in the case of magic-users, ghosts. These categories have little to do with Hit Dice or Turning, and more to do with how the players see the individuals in question. Whatever the case of form, the dead player's soul is still vested into the form, and that is the key to the encounters in this adventure.



Sharpfeather prepares to guide the party to The Hill

Sample Raid Party

[8th Level]:

Fighter

AC= 0 (plate & +2 shield), HP= 72, Attk/Dam= 3/2 +2
Longsword (1-8+3/1-12+3)

Magic User

AC= 5 (+2 Ring of Prot. & Dex), HP= 22, Attk/Dam= 1/1 +3
Dagger (1-4+3/1-3+3)

Spells:

1st = Charm Person, Magic Missile (x2), Shield

2nd= Invisibility, Mirror Image, Web

3rd= Fireball, Hold Person, Lightning Bolt

4th= Fumble, Wizard Eye

Cleric

AC= 1 (+2 chain & +1 shield), HP= 52, Attk/Dam= 1/1 +1
Ftmn's Mace (2-7+1/1-6+1)

Spells:

1st= Cure Light Wounds (x2), Curse, Detect Magic, Light

2nd= Find Traps, Hold Person (x2), Silence 15' Radius, Spiritual Hammer

3rd= Animate Dead, Continual Light, Cause Blindness

4th= Cure Serious Wounds, Neutralize Poison

Thief

AC= 3 (+2 leather & Dex), HP= 29, Attk/Dam= Thrown
Dagger (x8) (1-4/1-3) or +1 Shortsword (1-6/1-8), Backstab x3

Abilities:

PP 65%, OL 57%, F/RT 55%, MS 62%, HS 49%, HN 25%,
CW 96%

Fighter (8th Level)

5th EDITION

ARMOR CLASS: 22 (Plate & Shield)

HIT POINTS: 76

SPEED: 30ft

Passive Perception: 10

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	16(+3)	9(-1)	10(+0)	12(+1)

SPECIAL ABILITIES:

Second Wind (Use bonus action to regain 1D10+8 HP)

Extra Attack

Improved Critical (Critical Hit on 19 or 20)

ACTIONS:

Longsword +2 (Slash Attack +9, Damage 1D8+6)

Wizard (8th Level)

5th EDITION

ARMOR CLASS: 15 (Ring of Protection +2 & Dex)

HIT POINTS: 34

SPEED: 30ft

Passive Perception: 13

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	10(+0)	18(+4)	10(+0)	14(+2)

SPECIAL ABILITIES:

Spellcasting

Spell Save DC= 15

Spell Attack Modifier= +7

Spell Slots= 4 1st, 3 2nd, 3 3rd, 2 4th

ACTIONS:

Dagger +2 (Slash Attack +6, Damage 1D4+5)

SPELLS:

Cantrip= Acid Splash, Fire Bolt, Mending, Ray Of Frost

1st= Charm Person, Mage Armor, Magic Missile, Witch Bolt

2nd= Hold Person, Knock, Mirror Image

3rd= Dispel Magic, Fireball, Lightning Bolt

4th= Arcane Eye, Greater Invisibility

Cleric (8th Level)

5th EDITION

ARMOR CLASS: 17 (Scale Mail & +1 Shield)

HIT POINTS: 67

SPEED: 30ft

Passive Perception: 17

STR	DEX	CON	INT	WIS	CHA
14(+2)	10(+0)	16(+3)	10(+0)	18(+4)	12(+1)

SPECIAL ABILITIES:

Spellcasting

Spell Save DC= 15

Spell Attack Modifier= +7

Spell Slots= 4 1st, 3 2nd, 3 3rd, 2 4th

ACTIONS:

Mace +1 (Bludgeoning Attack +7, Damage 1D6+3)

SPELLS:

Cantrip= Light, Mending, Resistance, Sacred Flame

1st= Bane, Cure Wounds, Detect Magic, Inflict Wounds

2nd= Blindness/Deafness, Find Traps, Hold Person

3rd= Animate Dead, Bestow Curse, Dispel Magic

4th= Banishment, Freedom of Movement

Rogue (8th Level)

5th EDITION

ARMOR CLASS: 15 (Leather & Dex)

HIT POINTS: 76

SPEED: 30ft

Passive Perception: 13

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	12(+1)	16(+3)	10(+0)	14(+2)

SKILLS:

Deception +8, Perception +6, Stealth +10, Sleight of Hand +7

SPECIAL ABILITIES:

Expertise (Deception, Perception, Stealth)

Sneak Attack +4D6

Uncanny Dodge

Evasion

ACTIONS:

Shortsword +2 (Slash Attack +9, Damage 1D6+6) Thrown

Dagger (x6) (Piercing Attack +9, Damage 1D4+4)

New Monster

Kin

Lawful Neutral

Armor Class: 2 (Elemental Hardening + Chain Armor)

HD: 4

Hit Points: 27

Move: 9"

No. of Attacks: 1

Damage/Attack: 1-6+2 or by weapon type (also +2)

Special Attacks: Berserker Rage

Special Defenses:

Elemental Hardening

Magic Resistance: Standard

Intelligence: Standard

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Kin [AC 18, Speed 30 ft, HD 7+12, HP 40, #Attack: 2, Hit +6, Damage 7 (1D6+4) or by weapon, typically 9 (1d8+4), Multiattack, Elemental Hardening, Berserker Rage]

Elemental Hardening: Like Jai-Ruks, the Kin 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 Kin with a maximum of -10. Elemental Hardening can be employed a number of times per day equal to $\frac{1}{2}$ the Kin's Hit Dice and last the same number of rounds.

Berserker Rage: By using the power of the volatile earth, a Kin can transform into a walking juggernaut. This power takes a full round to manifest, but after it has begun can last up to the number of Hit Dice the Kin has in rounds. During the Berserker Rage, the Kin

gains 2 Hit Points per Hit Dice, adds an additional +2 to damage, and gains an additional attack per round.

Kin-Sires, or higher Hit Dice Kin, do exist and can have as high as 12 Hit Dice, and any Kin over 7 Hit Dice should be considered to have 2 attacks per round.

If dwarves were formed from the seeds of elemental earth, then they would manifest as the Kin. They are a hard race, intractable and fierce, but are also master builders and shape stone with deft hands. Sometimes this race lives within mountains, but their greatest creations come from shaping cities from stone on the surface, molding it in the passing of years. This unique connection with the earth plays out in the nature of the Kin's coloring. Whatever natural stone they are around 'bleeds' into the Kin's pigmentation, and like a flamingo turns pink eating pink shrimp, the Kin take on the aspect of the stone in which they live. In this fashion they 'marbleize', sometimes appearing to have metallic veins running through the rich tones of their flesh. They are small in stature compared to Humanity, averaging no more than five feet in height. This smaller size helps them navigate natural passages in the earth, and it is often whispered among other races that Kin can actually pass through stone, although this is unproven. The Kin also have very limited eyesight, and direct sunlight is a constant irritation. In standard daylight they wear masks or eyeshades. Underground, the Kin can go without any light and use echolocation to sense where they are, large ears helping to capture the sound of their incessant clicking when they travel. No Kin have hair anywhere on their bodies, but female Kin are known to decorate their heads with specially cultivated moss, fungus, or grass to make a kind of hair-like crown.



Their society is based around a single Kin-Sire, a hearty male who lords over a community of female Kin as a kind of lion over his pride. When a truly powerful Kin-Sire comes about, other Kin-Sires sometimes join their 'prides' to his to form a larger community. These Kin-Sires are known to transform when enraged, their bodies becoming misshapen and ugly, channeling the power of the earth to destroy all enemies and threats to their pride dominance. When male Kin reach the age of maturity, usually thirty years, they are forced from their pride to wander the world until they are ready to challenge an established Kin-Sire for a pride of their own. It is these wandering male Kin that most of the Human world knows as they often migrate to cities and use their innate earth ability to shape stone and forge weapons and armor. Many choose to stay in Human societies rather than go back to the barbaric tribes of their people, and some cross-breeding with dwarves has been documented over the years.

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THE FOLIO

 Spiral Stairs

 Stairs

 Door

 Door, Metal

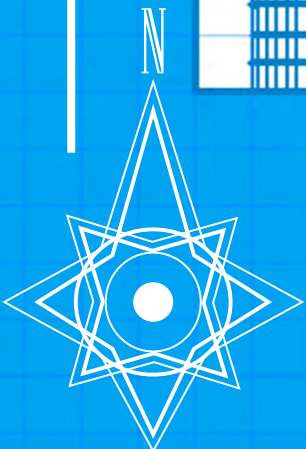
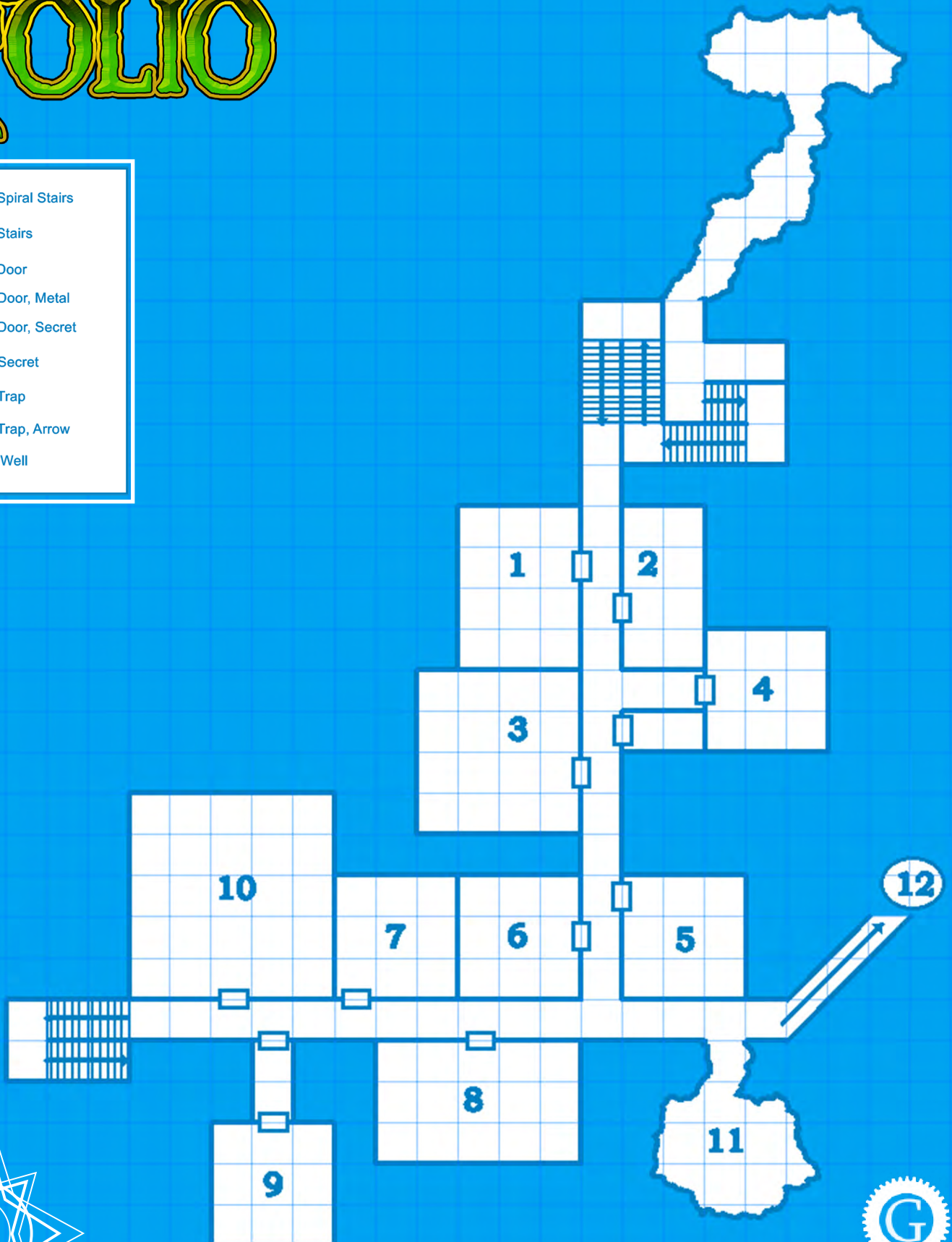
 Door, Secret

 Secret

 Trap

 Trap, Arrow

 Well



THE FOLIO

The Folio Module ROS4 The Glade of the Burning Dead

An Adventure for Characters Levels 6-9



Folio Module ROS4 The Glade of the Burning Dead
by Scott Taylor and Mark Timm

Dungeon #1 **Blade of the Burning Dead**

An Adventure for Characters
Levels 6-9

Player's Introduction:

Once again, the players of the Ivory Scimitar are faced with going into Mithelvarn's Dungeon as they race against time to help destroy the Violet Corruption. This time, however, they will be faced with a new challenge, that being the Infernal Machine's ability to block the dungeon entrance to Level Five with a tangle of impenetrable fungal growth.

The exit in the southern area of Level Four has been completely taken over by a highly regenerative and fireproof wall of orange-violet fungus. Players should be encouraged to attempt to destroy the wall, but with the regenerative properties repairing damage at a foot of growth per round, and constant attacks from both Mycanoid Farmers and the Burning Dead, a retreat will be in order.

Still, the Ivory Scimitar will be forced to clear all rooms on Level Four, and then use knowledge gained in ROS3 or ROS3.5 to leave Roslof Keep and journey to the Hill, where

there is thought to be a secret entrance to Level Five of Mithelvarn's Dungeon. This is indeed the case, but remember, unless all rooms on Level Four are cleared, the path will still be closed to players seeking entrance through the secret passage.

The Hill will also form a new set of challenges, those being that each time a character passes a door marked with a crimson rune, the door will open and whatever lurks within will attack the party. Once this is made clear, it will be advantageous for the party to simply clear each room on their way to the secret passage that leads underground all the way back to Roslof Keep. However, this underground path has a kind of Dimension Door placed on it that will actually teleport the party back to Mithelvarn's Dungeon without having to travel two days beneath the earth. The level restricting force fields encountered on all floors remain intact, so remember this as the DM.

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

Room 1

The reek of heavy sweat and musk hangs in the air as you open this door. Inside, two bulky humanoids, both with heavy broken chains dangling from their wrists, rise to meet the party. Each looks to flank the entrance, chains swinging in unison as though they've fought together many times.

These are two ogres, both of which were trained in gladiatorial combat and will play off each other in any combat situation. Their stats increase as long as both are alive (listed below), and are considered to be a -2 to all attack and damage rolls if one of them is destroyed.

2 Ogre Gladiators [AC 4, HD 6+4, HP 46 (each), #AT 2, D 1-8+6 (Chains)]

TREASURE

70 GP, RING OF FREE ACTION.

2 Ogre Gladiators [AC 14, HD 9 +27, HP 73 (each), #AT 2, Hit +7 (Chains), Dam Chains 13 (2d8+4), Multiattack]

Room 2

Opening the door to this room reveals a triangle shaped area. The walls are scarred with deep scratches and the floor covered in feathers. At the rear of the chamber, amid a growth of violet fungus, a large winged creature lets out a terrible screech.

This is the home of a Corrupted Griffon, the beast having been almost completely consumed by the corruption and driven hopelessly insane in the process.

1 Corrupted Griffon [AC 1, HD 10+10, HP 76, #AT 3, D 1-4+6/1-4+6/2-16+10 (Claw x2 & Beak)]



TREASURE

7 PLATINUM FEATHERS (100 GP EACH).

1 Corrupted Griffon [AC 16, HD 10 +33, HP 83, #AT 2, Hit +8 (All), Dam Claws 12 (2d8+4) Beak 16 (3d8+6), Multiattack]

Room 3

The smell of a deep marsh pervades the area as you open the door to this room. Inside, a swamp replete with large green and brown mushrooms dominates the chamber. The sound of sucking water, as though a drain is in use, can be heard and the surface of the pool is in a constant state of movement around the plant growth.

Hiding amongst the tall mushrooms are three Boobrie, (MMII page 20), each ready to attack the party as they search the area for food. The sucking sound comes from a whirlpool near the room's northern wall, and a large crack in the stone of the chamber leads from the wall to beneath the water's surface.

3 Boobrie [AC 5, HD 9, HP 56 (each), #AT 3, D 1-6/1-6/2-16 (Wings & Beak), Immune to poison, Surprises on 2 in 6]

TREASURE

NONE.

3 Boobrie [AC 15, HD 12d10 +36, HP 86 (each), #AT 2, Hit +9 (All), Dam Beak 13 (2d8+4) Wings 6 (1d6+3), Multiattack]

Room 4

This large chamber is covered with a bare earthen floor. All walls and the ceiling seem to be covered in a thick splattering of dried mud that has a hint of rust in it.

Here, a large Earth Elemental is in residence, and once the party moves into the room, it will attack.

1 Earth Elemental [AC 2, HD 16, HP 84, #AT 1, D 4-32 (Fist), +2 or better weapon to hit, always cause full damage on any creature which rests on the earth]

TREASURE

7 ASSORTED GEMSTONES (500 GP EACH ON AVERAGE).

1 Earth Elemental [AC 17, HD 12+60, HP 126, #AT 2, Hit +8 (Fists), Dam Fists 14 (2d8+5), Multiattack]

Room 5

The party opens the door to a triangular shaped room cast in deep shadow. The floor has a light coving of violet creep, but otherwise the room seems empty.



A Spectre **[multiple Spectre in 5E]** lurks within the shadows waiting for prey to get close enough to draw the lives from them.

1 Spectre [AC 2, HD 7+3, HP 45, #AT 1, D 1-8 + Energy Drain (Touch), +1 or better weapon to hit, Energy Drain steals 2 levels from any creature touched!]

TREASURE

GEM OF UNCERTAINTY (1/DAY CAN CAUSE CONFUSION ON A SINGLE TARGET **[DC 14 WISDOM]**).

3 Spectre [AC 12, HD 5, HP 22, #AT 1, Hit +4 (Touch), Dam Touch 10 (3d6), Life Drain (DC10 Constitution saving throw or HP total is reduced by damage taken), Incorporeal Movement*, Sunlight Sensitivity*]

Room 6

The chamber is cast with flickering torchlight and each of the four walls is painted with detailed murals. The southern wall displays a field of grass with mountains in the distance, while resplendent pink clouds in a sunset scene are on the east and west walls. The north wall holds a wilderness scene with dozens of eyes peering out of the thick foliage.

The murals are simply distraction, in reality three Invisible Stalkers lurk about the chamber ready to strike those taking hard looks at the paintings.

3 Invisible Stalkers [AC 3, HD 8, HP 48, #AT 1, D 4-16 (Touch), Surprise 1-5, 30% Magic Resistance]

TREASURE

NONE.

3 Invisible Stalkers [AC 14, HD 16+32, HP 104, #AT 2, Hit +6 (Fists), Dam Fists 10 (2d6+3), Multiattack, Invisibility, Faultless Tracker]

Room 7

This large and oddly shaped room is filled with huge square stones that are nearly as tall as the twenty-foot ceiling. These monoliths obscure the back of the chamber. Darkness lurks beyond the first few and the sound of dripping water echos through the area.



Within the stones a 12-Headed Hydra awaits new prey. Its long heads slink around the monoliths, appearing to be huge serpents attacking the party. After three heads are destroyed, the party will become aware of the creature's torso near the back of the chamber.

12-Headed Hydra [AC 5, HD 12, HP 74, #AT 12, D 1-10 (Bites)]

TREASURE

4200 GP, 3700 SP, HELM OF UNDERWATER ACTION, TRIDENT +3, 7 ARROWS +4, SMALL PLATINUM HARP (300 GP), 10 SILVER GOBLETS SET WITH ONYX (45 GP EACH).

1 12-Headed Hydra [AC 15, HD 15+75, HP 172, #AT 12, Hit +8 (Bite), Dam Bite 10 (1d10+5), Multiattack (# of heads)]

Room 8

The door to this chamber has been warped by a thin layer of violet fungus, as well as a dripping leak from a crack in the ceiling above. When opened, there is a familiar 'pop' signaling another broken room. Beyond, the chamber is empty.

Room 9

This chamber is filled with violet fungus that has been stained orange by exposure to extreme heat. The door is slightly ajar, and massive mushrooms grow within as well as to the east of the door completely blocking the hall.

A firetrap is still active in the chamber if the party decides to investigate further. 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 room when the lead character comes within three feet of the far side of the room will be subject to a Fireball type effect that envelopes the chamber, 6D6 damage. The trap cannot be disabled, but all trap rooms can be avoided.

Room 10

Just south of this door, a massive and impenetrable growth of the orange-stained violet fungi completely seals the hall from floor to ceiling. The door, however, is still clear enough that it can be forced open. Inside, the room consists of rough-hewn stone walls that make up a 30x30 square. No corruption can be seen inside, but the heavy smell of the deep earth is present.

Upon entry, four strange creatures known as Khargra (FF page 56) have attached themselves to walls and jettison themselves toward the players. These are dangerous creatures from the elemental plane of earth and will devour any metal they can get their mouths on once attached to player characters.

4 Khargra [AC -3, HD 6, HP 30, #AT 1, D 3-18 (Bite), Surprise 1-7 (d8), Destroy a weapon used against it, or armor that it is attacking, on a roll of 16 or better]

TREASURE

14 SMALL GEMS (100 GP EACH) SCATTERED ABOUT THE FLOOR.

4 Khargra [AC 17, HD 8d8+16, HP 40, #AT 1, Hit +8 (Bite), Dam Bite 11 (2d6+5), Destroy Weapon (DC 14 Dexterity saving throw or character's weapon or armor is destroyed by the Khargra's bite)]

Room 11

Farther down the hall to the west of this door, the orange-stained violet fungus grows in such amounts that the hall becomes impassable. Still, the door to this chamber is clear of heavy fungus but the 'creep' has slithered its way beyond the frame.

Inside, three Corrupted Fomorian Giants have lost what little minds their tortured bodies possessed and leap at the party in an attempt to throttle them before escaping the chamber.

3 Corrupted Fomorian Giants [AC 1, HD 15+3, HP 77, #AT 1, D 4-32 (Fist)]

TREASURE

NALBACK THE NIGHTBRAND (+4 TWO-HANDED SWORD THAT CAN CAST DARKNESS 15' RADIUS 1/DAY AND PROVIDES WIELDER WITH INFRAVISION 60'), BAG OF 10 BLUE SCALES (PLACE ONE ON TONGUE AND ACTS AS WATER BREATHING FOR 8 HOURS), 358 GP IN A BAG OF HOLDING.

3 Corrupted Fomorian Giants [AC 17, HD 14+60, HP 136, #AT 2, Hit +8 (Fists), Dam Fists 14 (2d8+5), Multiattack]

Room 12

A foul stench seeps from beyond this door, and a green mist trickles out across the stone floor at your feet. Upon entry, the smell is nearly overpowering as three massive grey-green skinned Trolls rise from squatting positions at its center.

3 Trolls [AC 2, HD 6+6, HP 45, #AT 3, D 5-8/5-8/2-12 (Claws & Bite), Regenerate 3 HP per round.]

TREASURE

SPELLSLINGER STAFF (WHITE OAK STAFF WITH A TOPAZ AT THE TOP, ACTS AS A RING OF WIZARDRY III AND IS +3 TO HIT AND DAMAGE), 621 GP SCATTERED ABOUT THE FLOOR.

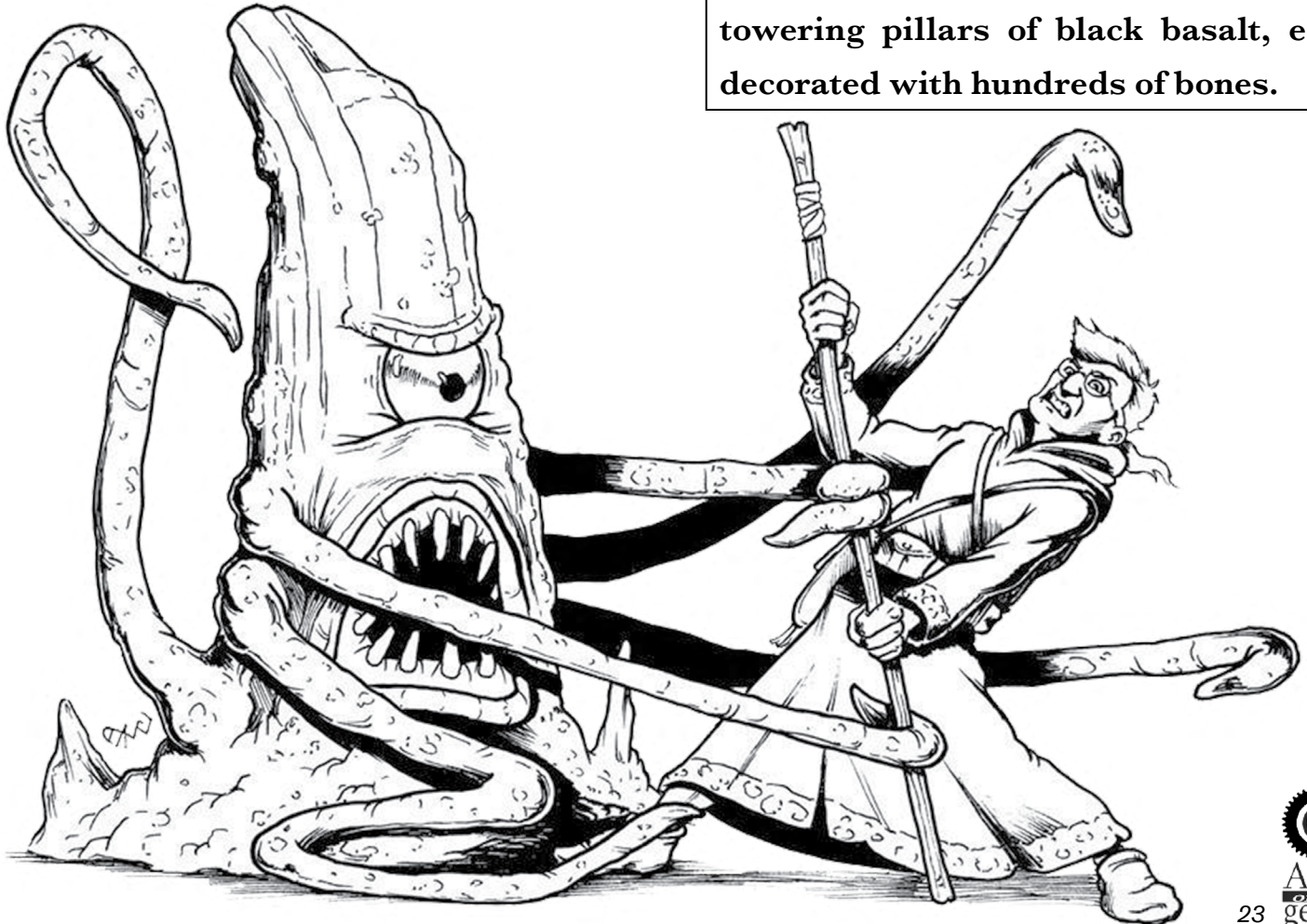
3 Trolls [AC 15, HD 8+40, HP 84, #AT 3, Hit +7 (All), Dam Bite 7 (1d6+4) Claw 11 (2d6+4), Multiattack, Keen Smell*, Regeneration (10 HP at start of turn)]

Room 13

This small room is filled with shattered stone chips and small boulders. At the rear of this roughly rectangular room, a large pile of rocks towers up more than ten feet and is covered with oozing red-brown mud.

A Roper skulks behind the rocks and mud. Once the players get close, it will attack attempting to draw players into its maw.

1 Greater Roper [AC 0, HD 12, HP 64, #AT 1, D 5-20 (Bite), 6 sticky ropery strands that attack as well to suck strength from the victim (50% strength for 1-3 melee rounds) so it can draw the target in to eat it.]



TREASURE

A PAIR OF BOOTS OF STRIDING AND SPRINGING ARE STUCK IN THE MUD AT THE END OF THE CHAMBER.

1 Greater Roper [AC 20, HD 11+33, HP 93, #AT 4 (Tendrils) 1 (Bite), Hit +7 (All), Dam Tendrils 14 (Escape DC 15 or at disadvantage on all strength checks thereafter) Bite 22 (4d8+4), Multiattack, Spiderclimb*, Grasping Tendrils*, False Appearance*]

Room 14

The door to this room is cold to the touch and a sense of evil pervades the area just outside it. Once within, this massive chamber is decorated with towering pillars of black basalt, each decorated with hundreds of bones.

Eight Skeletal Warriors lurk among the pillars, each garbed in ancient scale armor, rotted tabards, and carrying longswords of archaic design.

8 Skeletal Warriors [AC 2, HD 9+12, HP 75, #AT 1, D 1-8+3 (Longswords), +3 To Hit with all weapons, Magic Resistance 90% (including Turning!)]

TREASURE

ONE OF THE SKELETAL WARRIORS HAS A +4 FLAMETONGUE LONGSWORD NAMED WHITEFIRE, AND ANOTHER HAS PLATEMAIL +3. AT THE REAR OF THE CHAMBER, A SMALL LOCKED CHEST [DC 12] CONTAINS 3 RUBIES (700 GP EACH), 200 PP, AND 3 POTIONS OF EXTRA HEALING

(POTION OF GREATER HEALING).

8 Skeletal Warriors [AC 17, HD 12+60, HP 126, #AT 2, Hit +11 (Longsword), Dam Longsword 9 (1d8+5), Multiattack, Magic Resistance (Advantage on all Saves versus Magic), Turn Immunity (DC 10 Save versus being turned)]

Room 15

Inside this chamber, a fifteen-foot-tall statue of a female elf with alabaster skin stands in regal splendor. She is clothed in spider silk and carries a chain in one hand that hangs down to the floor before trailing toward the darkness of the back of the large chamber.

A small gang of 8 Quicklings lurks in the back of the chamber where the chain leads to a large chest. The chest is locked [DC 17], but is not trapped.

8 Quicklings [AC -3, HD 1½, HP 8, #AT 3, D 1-4 (Dagger) + Poison (sleep)]

TREASURE

+2 BLACK METAL CHAIN SHIRT (HALFLING-SIZED), CLOAK PIN (ALLOWS THE USER TO SPEAK ELVISH), FEMALE ELVEN NOBLE'S GOWN SPUN WITH SILK AND MITHRIL (1000 GP).

8 Quicklings [AC 23, HD 1+4, HP 10, #AT 3, Hit +4 (Dagger), Dam Dagger 4 (1d4+2) + Poison (DC 12 Constitution or sleep 1d4 rounds), Multiattack]

Room 16

Opening this door creates a familiar 'popping' sound and the chamber beyond is empty.

Room 17

This is an impenetrable, fireproof, and regenerative fungal forest that is all but impassable. If stairs do indeed lie inside, there is no way to access them.

Room 18

This massive open vault, sometwohundredandtwenty feet across at the points of a compass, and thirty feet high above your heads, is cast in utter darkness. With light, shadowy forms of heavy fungal growth can be made out to the south, as well as a feeling of heat. While to the north, the open area is seemingly clear all the way to smooth walls one hundred feet from the stair opening.

This is the ‘The Glade of the Burning Dead’, a place where the Infernal Machine manifests 2-8 Burning Dead corpses every 1-4 rounds as long as characters are within 100 foot diameter from the stairs. Aside from the threat of the Burning Dead, the characters will also face a deadly menace from the Myconid Men that reside in the orange-stained violet fungal section of the hall south of the stairs. Both enemies, along with impassable fungal growth, will make entry to Level Five of the dungeon nearly impossible.



(Unlimited) Burning Dead [AC 8, HD 2, HP 10 (each), #AT 1, D 1-8 +1-4 (Fist + Flame), Anyone attacking the Burning Dead with a weapon that doesn't have 'reach' will take 1-4 flame damage. Once a Burning Dead is reduced to zero HPs, it explodes in a burst of flame that causes 2-6 points of damage. The Burning Dead always go last in every melee round. Note: Destruction by Turning does not cause the explosion.]

TREASURE

NONE.

(Unlimited) Burning Dead [AC 8, HD 3+9, HP 22, #AT 1, Hit +3 (Fists), Dam Fists 4 (1d6+1) + Flame 4 (1d6+1), Aura of Flame (all opponents hitting the Burning Dead without 'reach' will take 4 (1d6+1) damage), Explosive Death (once reduced to zero HPs, the Burning Dead will explode causing 8 (2d6+2) damage to everyone in a 5 foot radius)]

(Unlimited) Myconids [AC 10, HD 4, HP 24, #AT 1, D 4-16 (Fist) + 1-4 (Poison), Pacifier attack with cloud of spores 3/day (save vs poison or become passive and do nothing, even when under attack, for 1-4 rounds)]

TREASURE

NONE.

(Unlimited) Myconid Adults [AC 12, HD 4+4, HP 22, #AT 1, Hit +2 (Fists), Dam Fists 5 (2d4) + Poison 5 (2d4) (DC11 Constitution), Pacifying Spores (3/day) (DC11 Constitution save or be stunned for 1 round)]

A.

There is a single arrow trap marked with two-sided arrow markers on the northern edge of the map. Any thief can certainly search for

a trap on the door [DC 17 Perception]. Once discovered, the trap 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.

Folio Module ROS4

Halls of Anarchy Hill

Dungeon #2

An Adventure for Characters

Levels 6-9

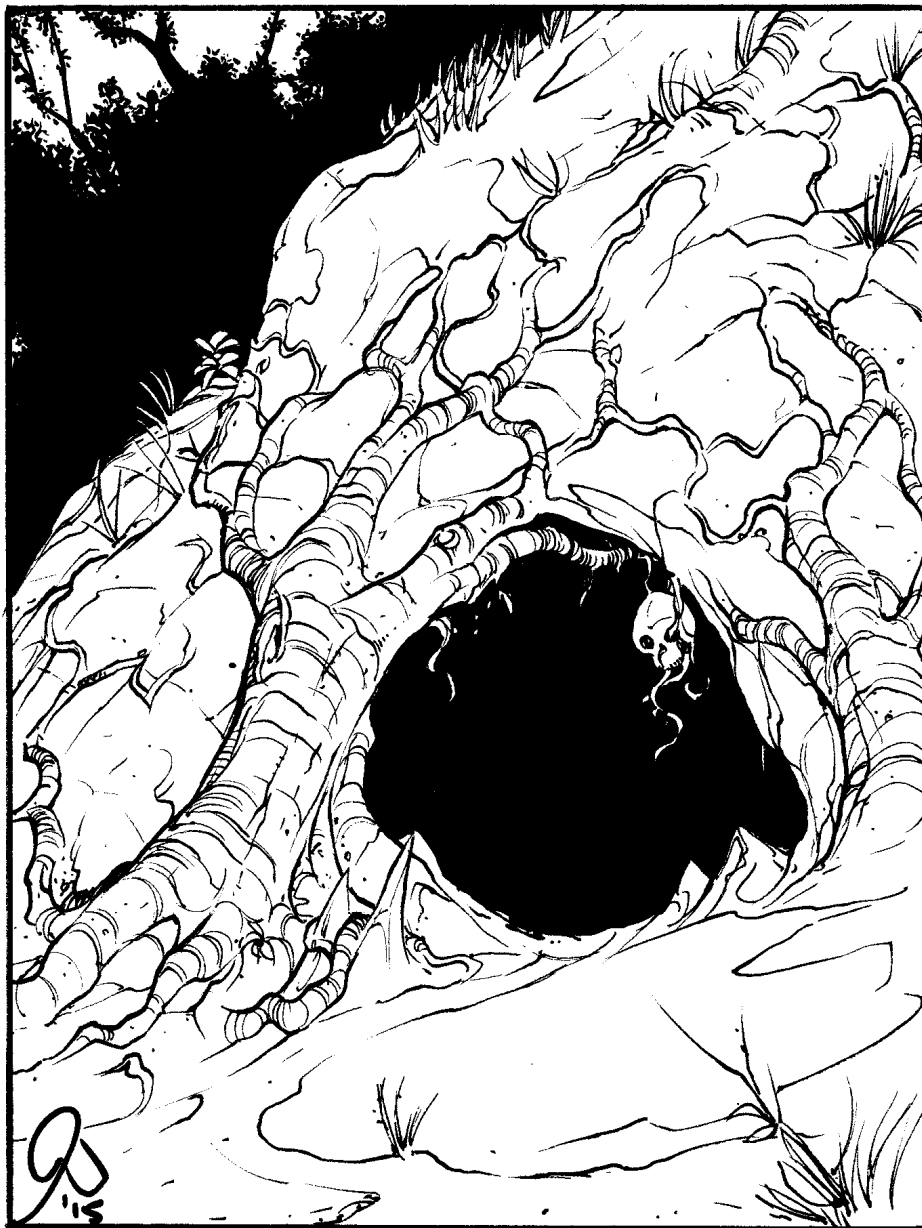
Room 1

The rune on this door flashes crimson and the door opens to the guttural squeals of a group of heavy-shouldered men with the heads of boars. They paw at the rough ground and then charge the door, tusks at the ready.

6 Wereboars [AC 4, HD 5+2, HP 37 (each), #AT 1, D 2-12, silver or +1 or better weapon to hit, gore attack every other round for a possible 1-8 damage]

TREASURE

A JEWELLED WHITE LEATHER SCABBARD FOR A LONGSWORD HAS BEEN DISCARDED IN THE ROOM (450 GP TOTAL VALUE), AS WELL AS TWO IVORY HAIR PINS OF CHARISMA (+1 CHA IF BOTH ARE WORN IN LONG HAIR).



4 Wereboars [AC 11, HD 12 +24, HP 78 (each), #AT 2, Hit +5 (Maul & Tusk), Dam Maul 10 (2d6+3), Tusk 10 (2d6+3), Damage Immunities: bludgeoning, piercing, and slashing from non-magical weapons that are not silvered, Multiattack (1 maul, 1 tusk), Charge*, Relentless*]

Room 2

With a blaze of crimson light, this door opens to the electric snapping of blue energy. Inside the chamber, a huge glowing globe of energy floats as tendrils of electricity probe the walls.

Inside, a Quasi-Elemental Lightning is in residence and will seek to make contact with anything it can conduct to outside, including and especially character armor.

1 Quasi-Elemental Lightning [AC 2, HD 12, HP 84, #AT 1, D 1-6+12, +1 or better weapon to hit, immune to electric attacks, ½ damage fire. If attacked by conductive metal, the wielder also takes 1-4 damage. Can also summon 3 'Ball Lighting' globes per round that can inflict 1-8 damage to any conductive armored attacker (three max at any one time).]

TREASURE

WAND OF LIGHTNING BOLTS [26 CHARGES] HAS BEEN DISCARDED ON THE FLOOR.

1 Quasi-Elemental Lightning [AC 18, HD 12 +24, HP 90, #AT 2, Hit +8 (lightning arc), Dam 14 (2d8+5), Damage Immunities: electric, Damage Resistance: fire, Conductive Backlash (any conductive weapon used

against the creature causes 5 (1d10) damage to the attacker, Multiattack, Ball Lightning (can produce three ball lightning globes that attack conductive armor wearers each round, causing 5 (1d10) damage.)

Room 3

With a dramatic ‘rune flash’, this ten-foot-tall stone door opens with a grating sound. Inside, two large female Hill Giants, covered in tattered chain and hide armor, raise their spiked clubs and lumber toward the door.

The Hill Giant sisters have wild hair and crazed eyes, both attack any female characters first as they declare all male characters to be members of their new harem.

2 Hill Giants [AC 4, HD 8+2, HP 50 (each), #AT 1, D 2-16]

TREASURE

ONE CARRIES A CHEST ON HER BACK WITH A BROKEN LOCK. INSIDE ARE 340 GP, A ROLL OF FINE SILK (200 GP), AND A +3 ROUND SHIELD PAINTED WITH A GOLDEN HAMMER ON A BLACK FIELD.

2 Hill Giants [AC 13, HD 10 +40, HP 105 (each), #AT 2, Hit +8 (Greatclub), Dam Maul 18 (3d8+5), Multiattack]

Room 4

This door made of polished oak and baring the same crimson rune, opens to reveal a chamber with smooth black walls that shimmer as though wet against your light source.

Slithering all over the walls, a giant black pudding is ready to attack and devour anything entering its domain. If the party doesn’t enter, it will creep across the ceiling, following the party before dropping onto them at the worst possible moment.

1 Black Pudding [AC 6, HD 10, HP 67, #AT 1, D 3-24, Dissolves wood and metal, Resistance to all physical blows, cold, and lightning (which do no harm)]

TREASURE

NONE.

1 Black Pudding [AC 7, HD 10 +30, HP 85 (each), #AT 1, Hit +5 (pseudopod), Dam 6 (1d6+3) + 18 (4d8), Damage Immunities: acid, cold, lightning, slashing, Split (each time it is struck by lightning or slashing damage, it splits into two new puddings of at least 10 hit points)]

Room 5

Darkness fills the chamber after a crimson flash and the door slowly swinging open. So deep are the shadows, it seems to eat the light provided by your party into an inky black pool at the center.

This is the lair of two Shadow Demons, both of which wait for the party to enter before attacking. Remember, these are technically demons, not undead, and should be treated as creatures of the lower planes.

2 Shadow Demons [AC 1, HD 7+3, HP 39 (each), #AT 3, D 1-8/1-8/1-6, Immunity to fire, cold, and lightning, +2 to hit in darkness. Highly effected by light (see FF page 78). Note: this is NOT an undead creature, but a dark evil from the lower planes.]



Captain Donohoo confronts dark demonic powers

TREASURE

A BLACK CLOAK OF PROTECTION +2 IS CAST INTO A CORNER OF THE DARK CHAMBER.

2 Shadow Demons [AC 19, HD 10 +40, HP 105 (each), #AT 3, Hit +8 (Claw x2 +Bite), Dam Claw 8 (1d10+3), Bite 6 (1d12), Damage Immunities, fire, cold, and lightning, Vulnerability: Light (light spells effect the creature like a 5 dice fireball, and any light takes the AC down to 15 (torch) or 11 (daylight), Multiattack]

Room 6

Beyond this door, and the crimson flash of its rune, a room with five heavy tapestries is dominated by a large statue of a man made entirely of stone. He has a serious face with a broad mustache, is in ancient plate armor, and carries a massive curved blade like those found in kingdoms far beyond the sea.

This is a Stone Golem, enchanted by long-dead magic-users and ready to destroy any dungeon intruder.

1 Stone Golem [AC 5, HD, HP 60, #AT 1, D 3-24, +2 or better weapon to hit, Casts slow on any single opponent]

TREASURE

NONE.

1 Stone Golem [AC 17, HD 17 +85, HP 178, #AT 2, Hit +10 (fist), Dam Fist 19 (3d8+6), Magic Resistance (has advantage), Multiattack, Slow (DC17 Wisdom)]

Room 7

Another crimson flash paves the way to an empty chamber with a polished white marble floor broken into a pattern that is fifteen squares deep and seven squares across. The walls are smooth stone, and the ceiling is black basalt that has seams in it that break it into three sections.

Above, the ceiling is covered by three Cloakers. The beasts will drop on the party after they enter.

3 Cloakers [AC 3 (1), HD 6, HP 30 (each), #AT 2+Special, D 1-6/1-6/Special, Cloakers attempt to wrap their opponent, then bite for 1-4+characters unadjusted AC each round and fend off other attacks with their tails (AC 1). Attacks on a Cloaker wrapped around a victim will cause ½ damage to the Cloaker and ½ damage to the character.]

TREASURE

NONE.

3 Cloakers [AC 14, HD 12 +12, HP 78 (each), #AT 2, Hit +6 (Tail & Bite), Dam Bite 10 (2d6+3), Tail 7 (1d8+3), Damage Transfer (while attached, ½ damage is done to victim on outside attacks), Multiattack, Phantasms*, Moan*]

Room 8

The rune-marked door of this chamber opens to an oppressive humidity and the sound of deep hissing assaults your ears. Inside, two huge serpents with humanoid shoulders and arms raise black-bladed scimitars and lunge forward to attack.

Two Yuan-Ti abominations lurk within the chamber.

2 Yuan-Ti Abominations [AC 4 (0 Snake Parts), HD 9, HP 50 (each), #AT 2, D 1-8+4 (Scimitar) 1-10 (Bite)]

TREASURE

ONE CARRIES A SCIMITAR +2, AND ON THE FLOOR AT THE BACK OF THE CHAMBER IS A SUIT OF GREEN SCALE MAIL +2 (HUMAN SIZED).

2 Yuan-Ti Abominations [AC 15, HD 15 +45, HP 127 (each), #AT 2 or 3, Hit +7 (All), Dam Bite 7 (1d8+4), Constrict 11 (2d6+4), Scimitar 11 (2d6+4), Longbow 12 (2d8+3), Magic Resistance (has advantage), Multiattack (2 missile or 3 melee), Innate Spellcasting (suggestion & fear)]

Room 9

Frost clings to the handle of this door and the rune pulses with a deep orange glow. Inside, the chamber is filled with ice, including the floor, as a beast in white scales rises from the mists with a frosted blue-steel spear clutched in its insectoid hands.

An Ice Devil is amid the mist, and will attack with its spear to slow company fighters, then deal with the spell casters after taking out the fighting line.

1 Ice Devil [AC -4, HD 11, HP 78, #AT 4 or 2, D 1-4/1-4/2-8/3-12 (Claw x2, Tail, Bite) or 2-12 (Frost Spear), +2 or better weapon to hit, Magic Resistance 55%. If struck by the Frost Spear, the victim must make a save versus paralyzation or fall under the effect of Slow.]

TREASURE

THE SPEAR OF FROST, A +4 WEAPON THAT REQUIRES A STRENGTH OF 16 OR HIGHER TO WIELD.

1 Ice Devil [AC 18, HD 19 +76, HP 180, #AT 3, Hit +10 (All), Dam Claw 10 (2d4+5), Bite 12 (2d6+5), Tail 12 (2d6+5), Magic Resistance (has advantage), Multiattack, Wall of Ice*]

Room 10

Your boots pop and crackle as you approach this door, arcs of blue static jumping around them. Beyond the door, a massive square chamber replete with stalagmites and stalactites stretches before you and twinkles with mineral resources.

Inside the room a Behir is in residence. The creature will attack the party once they are within the stala-field.

1 Behir [AC 4, HD 12, HP 74, #AT 2 or 8, D 2-8/2-5 (Bite & Constrict) 2-8/6x1-6 (Bite & Talons), Breath Weapon (Lightning) 24 damage, Immune to electricity and poison. If the Behir hits with its constrict attack, the next round it will make 6 talon attacks against that victim.]

TREASURE

A PILE RESTS IN THE REAR OF THE CHAMBER THAT CONSISTS OF 7900 GP, 5400 SPS, AND 23 GEMS WITH A COMBINED TOTAL WORTH OF 5000 GP. THERE IS ALSO A FUR-LINED BROWN CLOAK OF RESTING (PROVIDES A FULL HOUR OF REST FOR EACH 10 MINUTES OF ACTUAL REST).

1 Behir [AC 17, HD 16 +64, HP 168, #AT 2, Hit +10 (All), Dam Bite 22 (3d10+6), Constrict 17 (2d10+6), Lightning Breath (DC 16 Dexterity) 66 (12d10), Swallow*, Multiattack.]

Room 11

A natural fissure opens in the south wall of this corridor. Inside, the sound of lumbering bodies cracking against the stone walls drifts out into your midst.

Two Umber Hulks are digging here, but the presence of the party as they pass the nexus point of the hall near rooms 5, 6, and 8, will bring them out to investigate, the scent of human flesh more than they can resist.

2 Umber Hulks [AC 2, HD 8+8, HP 56 (each), #AT 3, D 3-12/3-12/1-10 (Claws x2 & Bite), Confusion (save vs magic if looking into their eyes) 3-12 rounds]

TREASURE

NONE.

2 Umber Hulks [AC 18, HD 11 +33, HP 93, #AT 3, Hit +8 (All), Dam Bite 14 (2d8+5), Claws 9 (1d8+5), Confusing Gaze [DC 15 Charisma]*, Multiattack, Tunneler *]

Room 12

Further down the hall, the sound of a rhythmic ringing hammer tolls. On occasion, the beat stops, only to resume again after much scraping and the bilious sounds of air being forced through some kind of funnel.

This is the entry to a mini-adventure I call The Hammer Fall of Anarchy. A DM can create the adventure and expand the dungeon, or use my rendition of what lies beyond, found in ROS4.5. Whatever the case, the rooms

beyond this point do NOT have any crimson runes and therefore need not be passed by the party to enter the catacombs that lead to Level Five of Mithelvarn's Dungeon.

Trap A:

These doors, marked with a false crimson rune that does not glow with magic, are actually a trap. Detecting the trap on the door is a -10% **[DC 20 Perception]**. Disarming the trap is standard, but the door can be bypassed once the trap has been overcome without ever opening the door. Beyond the door, a twenty-foot-long hall with stone grating along the floor stretches out to seven tubes set in the far wall. If the trap is still active, the tubes will fire a massive blast of green slime at all targets in the hall with a splatter effect that will also strike all targets in the hall up to ten feet on either side of the door. Damage is initially 1 round of 'consumption' (as per Green Slime rules) and of course in 4 rounds all organic material will be converted 'consumed' and made into green slime **[21(6d6)]**, while all rounds after the initial blast are dealt with as standard green slime.

1 Green Slime: [AC 9, HD 4, HP 24, #AT 0, D Will destroy all flesh and metal in 4 rounds, thus turning into green slime as well]

1 Green Slime: [AC 8, HD 8+40, HP 84, #AT 1, Hit Special (auto hit once sprayed on target), Dam Acid 21 (6d6)]

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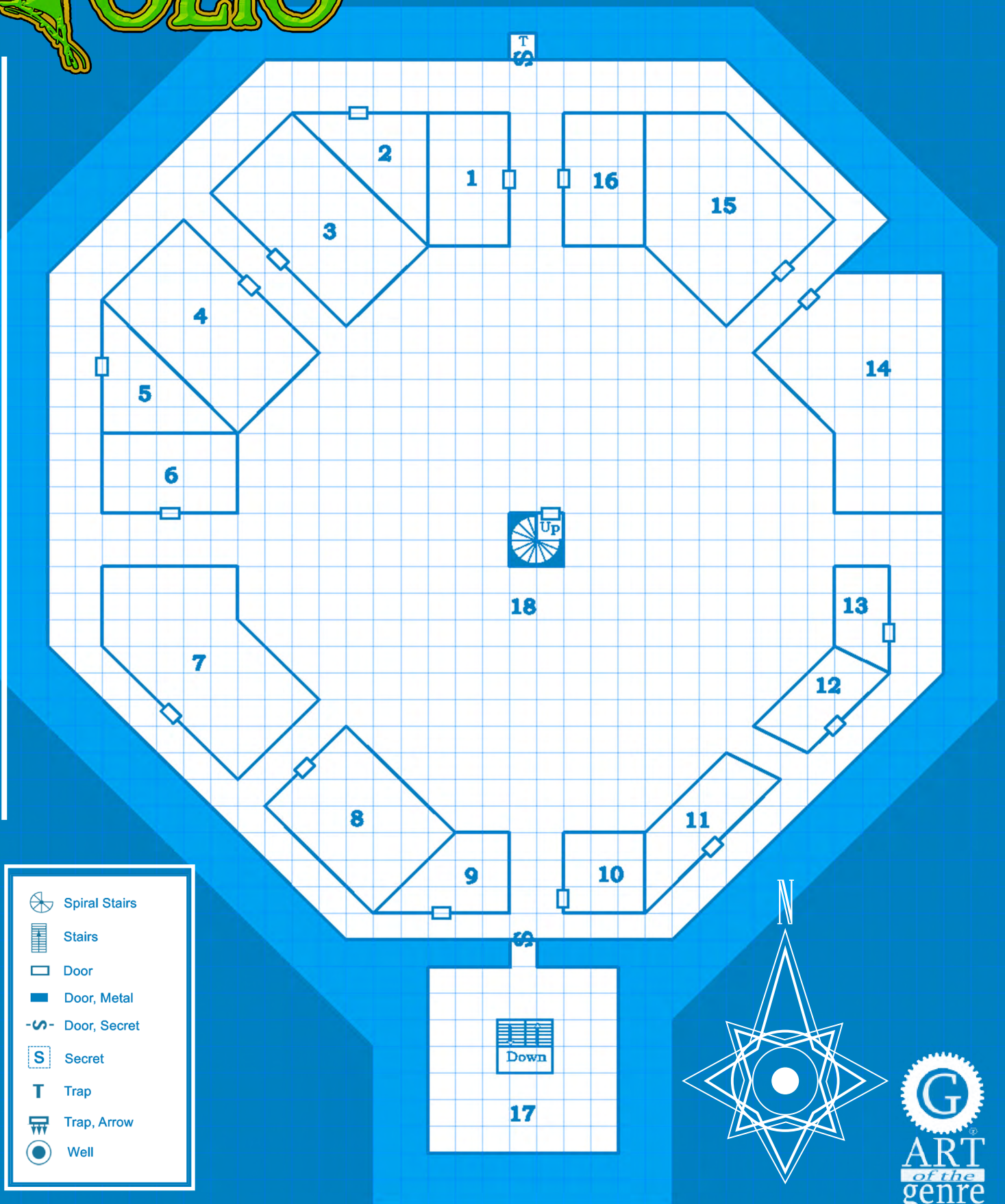
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THE FOLIO



How Do we do this?

First Step

How Do we do this?

How Do we do this?



10

11

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14

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18

How Do we do this?

How Do we do this?

How Do we do this?

Chaos reigns outside Roslof Keep, and the spread of the violet corruption runs deep within Mithelvarn's Dungeon. Now, the Company of the Ivory Scimitar must not only face the challenges of the Roslof delve, but will also find that the dangers of the Kelmalin Wildlands must be overcome as well if they are ever to get to the bottom of the deadly plague that ravages the land. Time is running out, and only those brave enough will be able to face the horrors of the Glade of the Burning Dead and the dark recesses of The Hill.

