

RUST & SHADOW KEEP

Rust & Shadow Keep stands as a colossal, decaying fortress, its iron walls choked by a sickly grey fungal bloom. Corrosive mists swirl within its crumbling halls, constantly reshaping the labyrinthine passages and coating everything in a shimmering, metallic sheen – a testament to the Keep's slow, insidious consumption.

HOOKS & RUMORS

- A former Remnant Guard, barely clinging to sanity, whispers of a 'Memory Seed' deep within the fungal core, capable of amplifying the spores' effect.
- Locals speak of shifting tunnels beneath the Keep, triggered by the mists, revealing forgotten chambers containing fragments of the Keep's original, forbidden texts.
- The Remnants have erected a crude barrier of rusted weaponry and fungal growth at the entrance to the Armory, demanding a tribute of potent healing potions.
- A young scholar believes the fungal network's growth is linked to a specific metallic compound found only in the deepest, mist-choked lower levels.
- A desperate mother pleads for help, claiming her son was lured into the Keep by promises of knowledge, now lost within the mists and consumed by the fungal influence.

RANDOM EVENTS (D6)

1	Mist Surge	A particularly violent shift in the mists causes a section of the Rustwind Gallery to collapse, revealing a previously hidden alcove containing a cache of supplies.
2	Remnant Raid	A small patrol of Remnants ambushes the party while they are exploring the Echoing Cistern, attempting to steal their equipment.
3	Fungal Bloom Burst	A massive fungal bloom erupts from the floor of the Murkwood Passage, blocking the path and releasing a cloud of spores that inflict temporary blindness.
4	Echoing Resonance	A localized distortion in the mists creates a temporary echo of a past conversation, offering cryptic clues about the Keep's history.
5	Corroded Cascade	A section of the Echoing Cistern collapses, unleashing a torrent of rusty water and debris. Players must quickly navigate the chaotic flood.
6	Lyra's Warning	A brief, fragmented projection from Lyra appears, warning of an impending threat – a massive fungal growth awakening within the Weaver's Sanctum.

LOCATIONS

The Iron Gate

A colossal, rusted iron gate, partially submerged in a viscous grey sludge, dominates the entrance.

The Murkwood Passage

Damp, claustrophobic tunnel choked with phosphorescent moss and the sickly sweet smell of decayin...

The Echoing Cistern

A vast, flooded chamber with crumbling brickwork and a network of submerged tunnels.

The Rustwind Gallery

A long, narrow corridor lined with decaying bronze statues, now corroded into grotesque shapes by...

The Weaver's Sanctum

This circular chamber is dominated by a colossal, pulsating fungal growth resembling a grotesque,...

ENCOUNTERS (D6)

1	The Murkwood Passage	Three Remnants, clad in patched-leather armor, stand guard at the entrance to the Cistern. They are armed with rusted short swords and carry crude fungal grenades. Tactical Considerations: Utilize the moss for concealment, attempt to flank the patrol, or use the dripping water to create distractions.
2	The Echoing Cistern	A massive, blind eel with razor-sharp scales lurks in the deepest part of the cistern. It attacks with surprising speed, using its tail to lash out at intruders. Environmental Hazard: The water is icy cold and obscures visibility. Tactical Considerations: Use ranged attacks, create diversions with thrown objects, or attempt to lure the eel into...
3	The Rustwind Gallery	A partially collapsed bronze statue animates, becoming a heavily armored sentinel, animated by the fungal network. It relentlessly attacks anyone who disturbs the gallery. Tactical Considerations: The statue is vulnerable to blunt force attacks, but its rusted armor provides significant protection. Utilize the crumbling statues for cover.
4	Remnant Ambush	Two Remnants lie in wait behind a collapsed section of wall, utilizing the echoing acoustics to their advantage. They fire volleys of rusted bolts, attempting to inflict maximum damage. Tactical Considerations: Listen for the telltale clicks of their weapons, utilize the pillars for cover, and prioritize eliminating the ranged attackers first.
5	Fungal Bloom Interference	As the mists shift, a large cluster of rapidly expanding fungal bloom erupts from the floor, obstructing the path and releasing a cloud of spores. Tactical Considerations: Quickly move through the bloom, attempt to extinguish the spores with fire, or find a way to collapse the section of the passage.
6	Kaelen's Plea	Kaelen the Warden, huddled beneath a submerged archway, begs the party for help, revealing the Keep's origin as a research facility experimenting with fungal growth. He offers to guide them through a secret route but demands they retrieve a vital component – a shattered holographic projector.

TREASURE

The Echoing Shard – A fragment of the holographic projector, pulsing with residual energy. It allows the wielder to briefly glimpse past events within the Keep. Found in the Echoing Cistern.

Vorlag's Warhammer – A massive, spiked warhammer, imbued with the fungal network's essence. It deals extra damage against fungal creatures but slowly drains the wielder's vitality. Found in the Chamber of Echoes.

The Cartographer's Quill – A finely crafted quill pen that never runs out of ink. It can be used to meticulously document the dungeon's layout and hidden passages. Found in the Rustwind Gallery.

The Fungal Bloom Seed – A small, pulsating seed containing a potent strain of the fungal network. Its volatile nature can be harnessed for offensive or defensive purposes. Found in the Murkwood Passage. Curse Prolonged exposure causes vivid hallucinations.

NPCS

Kaelen the Warden: A former guard who was left behind when the faction retreated. He knows the secret passages but demands the party help him escape. He's paranoid and checks over his shoulder constantly. Can be bribed with food or convinced through shared stories of betrayal. Will turn on the party if he thinks they're working with the faction.

Vorlag the Breaker: The ruthless leader of the Remnant faction. Vorlag is a towering figure clad in scavenged armor, wielding a massive, spiked warhammer. He believes the Keep's knowledge is his birthright and will stop at nothing to defend it. Motivated by a twisted sense of duty and a desperate desire for power.

Lyra, the Silent Scholar: A spectral projection of the royal scholar, trapped within the holographic projector. She desperately seeks a way to contain the fungal network and pleads with the party to recover the projector's fragments. Her knowledge is invaluable, but she is fading with each passing cycle.

Silas the Collector: A grotesque Remnant, obsessed with hoarding shiny objects. He attempts to steal any valuables the party possesses, believing them to be signs of a lost civilization. He's surprisingly agile and carries a collection of rusty blades.

Wren, the Fungus Tracker: A solitary figure who has adapted to the Keep's environment, cultivating rare fungi for sustenance. She is wary of outsiders but might offer information about the fungus's weaknesses if treated with respect.

PLOT RESOLUTIONS

The adventurers could attempt to destroy the Memory Seed, triggering a catastrophic fungal bloom that collapses a sig...

The adventurers might choose to negotiate with Vorlag, offering a substantial portion of their recovered treasure in...

The adventurers could aid Kaelen the Warden in accessing a secret escape route, gaining valuable knowledge of the Kee...

The adventurers might investigate Lyra's spectral projections, recovering the shattered holographic projector fragmen...

The adventurers could attempt to harness the Fungal Bloom Seed, risking permanent mental corruption and potentially u...

