

ONE-SHOT ADVENTURE SERIES

KNOWLEDGE ILLUMINATES

BY
TIM SHORTS



A SWORDS & WIZARDRY ADVENTURE



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CONTENTS

INTRODUCTION.....	3
Skill Challenges.....	3
PEOPLE, GODS, GROUPS & ITEMS.....	4
Delaquain.....	4
Porters of Gideon.....	4
Lorox.....	4
Lorox's Chest.....	5
Viz.....	5
BACKGROUND.....	6 - 7
Adventure Hooks.....	8
AREA MAP LOCATIONS.....	9 - 12
TERGUL'S WORKSHOP.....	14 - 21
EXPERIENCE POINT OPTIONS.....	22 - 24
APPENDIXES	
New Creature.....	25
New Magic Item.....	25
New Spell.....	26
New Plant.....	26

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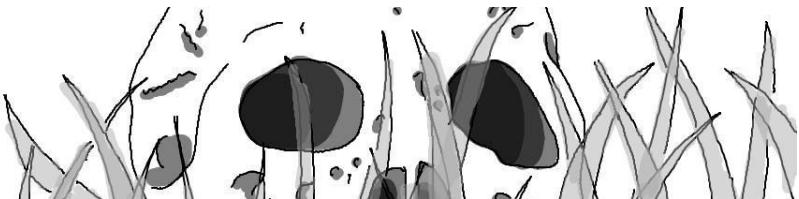
INTRODUCTION

Knowledge Illuminates uses the Swords & Wizardry Complete rule set. I've playtested the adventure a handful of times and was able to complete it in a 3 to 4 hour game session. Barring long digressions of the latest bad movie and how they should have done it.

I wrote Knowledge Illuminates as a campaign starter adventure. I wanted a short adventure that allowed players to test their characters and flex their dungeon delving skills. It had been a long time since we'd gone through an old fashion dungeon crawl. Another purpose of this adventure was to provide the players with a few more coins to upgrade their equipment, but much of the treasure, as the GM will discover, is not the loose coins the players will find. Lastly, the players could chose to clear out and repair the workshop to use as a base of operations. We know how players like to have their own clubhouse.

While Knowledge Illuminates has gone through a few versions this latest version includes the artwork done specifically for the adventure. The art was done by Dylan Hartwell, proprietor of the Digital Orc blog. He generously offer and I quickly accepted. A big thanks to Dylan.

I hope you enjoy the adventure. Now stop screwing around with the intro. Go grab some players and dice and see if they've got what it takes to delve the secrets of the Tergal's Workshop.



NOTE ABOUT SKILL CHALLENGES (SC)

The one nuance to game mechanics that I've included is the Skill Challenge. They are assigned to tasks that require a successful roll. Each SC is assigned a number, the player is successful if the roll is equal to or greater than the target number. The basic formula for a SC is: **Character Level + Attribute Bonus + d20 Roll = Result**. A GM should assign what attribute being used. These skill challenges are not essential and can be ignored.

PEOPLE, GODS, GROUPS AND ITEMS

This section provides background for the people, gods, groups and items mentioned in the adventure.

DELAQUAIN

Goddess, also known as the Gray Maiden. She expects her faithful to be independent, fierce, and when the situation calls for it, merciful. She prizes ingenuity, confidence and courage especially when one stands against many.

PORTERS OF GIDEON

Group, founded after the Bane War, when the population of this plane was nearly obliterated. Supported by kings and priests, the Porters were given vast amounts of money and power. Only the most exceptional individuals were permitted membership. Their jurisdiction had no boundaries. Their resources focused on researching the locations and recovery of artifacts that allowed planar travel.

After thirty-three years of no threats a new generation of priests and kings were jealous of the Porters' influence and withdrew their support. Priests considered them heretics. King's considered them outlaws. Porters were hunted until every known member was executed.

LOROX

Demon, rules over a pocket dimension that is accessed by Lorox's Chest (see below). It is a world populated by ghosts that live in the preserved remains of villages and cities. Lorox knows when the chest is open. He will seek escape to reap more souls to rule. When he collects enough souls he turns his victims into undead minions called Tvoths (see New Creature section). Lorox is an incredibly thin being covered with small black scales that glisten like obsidian. Its head is a long and narrow hook, like a pick ax with a series of eight small eyes that run along the front of its head. Its hands and feet are much like its head, but smaller and with horrible claws that render flesh from bone with ease.

LOROX'S CHEST

Artifact, the entrance into Lorox's realm is contained within the chest. No one is sure where or how Lorox's pocket world was created. The gate once stood open allowing Lorox to collect souls freely. After several failed attempts to destroy it, an alliance of dwarven craftsmen and human mages contained the gate within the chest. The chest, chains and lock are made from magically enhanced adamantine. The key is made from the same adamantine and only it can open the lock. The chest measures 6'x3'x3' and is nearly weightless. The players may attempt to destroy or dismantle the chest, but will find the task nearly impossible. Should they succeed in destroying the chest, the explosion of magical power will devastate the surrounding area and Lorox's gate will stand open.

The adamantine, the chest is made of, is worth a small fortune. It will be difficult to sell because the evil that emanates from the chest makes most people nauseated. There was no explanation why a key was created. Some historians believe that the mages planned on studying the magic used to create the pocket dimension.

VIZ

A form of condensed mana. In this adventure it appears as small pebbles, but can take on many forms. It is a highly sought commodity among mages. It is used to cast spells and imbue items with magical power. A suggested effect is to allow players to cast a spell without using components or a spell slot. One viz would equal one spell level (i.e. A 2nd level Web spell would require 2 viz). The viz is consumed when used.

BACKGROUND

While Tergul explored the Lacson Thickets collecting samples of the local fauna, he discovered a pond that produced viz. He kept the pond's location secret. If other mages knew, the guild would claim the pond as its own. He discreetly sold the viz to artificers outside the area and accumulated a small fortune. He hired a handful of workers to construct his secret workshop located near the pond. He built his workshop underground to hide from the prying eyes of his peers and bothersome peasants who always asked for one favor or another.

Tergul, being a religious man who followed the virtues of Delaquain, included a shrine dedicated to the Gray Maiden. Having been lifelong friends with Ariwan, a priest of the temple, Tergul asked to have the shrine blessed and in turn, Tergul would teach them the secrets of alchemy.

After the workshop was completed Tergul received an unusual gift from his uncle. The gift was a large adamantine chest with a chain and large lock securing it closed. No key. The message he received from his uncle was to tell no one of the chest. Weeks later Tergul received the key and the news that his uncle had been killed.

Ariwan came with two acolytes to perform the Ceremony of Passing for Tergul's uncle. During the ceremony, the Porters of Gideon invaded Tergul's workshop and demanded the chest be turn over to them. After a heated argument Tergul agreed to give them the chest knowing the Porters' reputation, but not until the Ceremony of Passing was complete.

Angered by the interruption and threats, Tergul opened the chest. A horrible stench of warm rot exploded from the bottomless chest. A rope ladder was secured to the inside and descended 10' before vanishing into darkness. While he marveled at the magical construction, several hideous creatures (tvorns) scrambled up the ladder. Tergul fled. The demon, Lorox, came through last. Tergul hid in his room and barricaded the door.

The Porters became impatient and searched for Lorox's Chest. They were horrified when they found the chest open and before they could secure it shut Lorox and his minions attacked. Lorox spared the acolytes to turn them into ghouls. Ariwan attempted to escape, but the tvorns found and drown him in the pool. Lorox, bloated with fresh souls, returned to his world.

Angered at his cowardice, Tergul left his room to face what he'd released. He found the acolytes in the midst of transforming. He soothed the

young acolytes pain with an elixir. He chained them in the room where he kept living specimens for his alchemy.

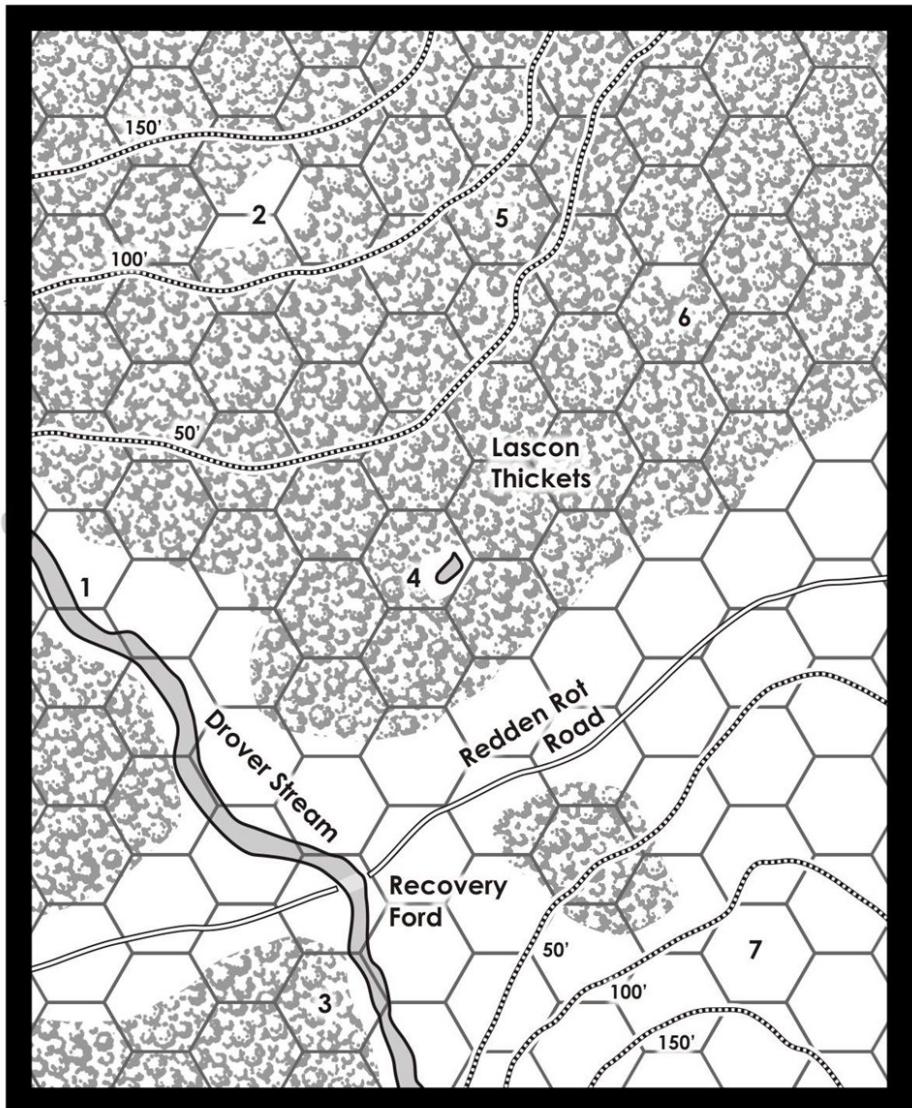
When Tergul found the chest unguarded he secured the lock before Lorox's minions chased him away. In the following weeks Tergul attempted to leave his workshop, but the tvorns prevented him from escaping. During this time he saw the acolytes transform into hideous creatures and found the body of his friend Ariwan at the bottom of the pool. When he attempted to remove his friend, he was attacked by an apparition.

His last days were spent cursing his uncle for delivering this evil thing into his home and renounced the Gray Maiden for not protecting him.

ADVENTURE HOOKS

Finding the location of the workshop will be difficult. The players will most likely find it indirectly by encountering the bandits or seeing a tvorn fleeing through the thickets. A more direct path is to have the Porters get involved.

- The villagers are frightened by a group of bandits. The local lord sent a patrol to find the bandits, but the half-hearted search yielded nothing. The bandits continue to bully the locals making it difficult to reach the town market.
- Fester, a tinker, has been missing for a month. Villagers believe he has been captured or killed by the bandits. The local lord or the villagers will ask the players to investigate. The lord has put a small bounty on the bandits' heads.
- Some of the older mages remember Tergul and his sudden wealth of viz. He was supposed to have a secret workshop somewhere in the Lucson Thickets, but that was long ago and Tergul never returned.
- The Porters of Gideon are recruiting new members. They ask a player or the party for assistance. They wish to retrieve Lorox's Chest that vanished many years ago. The Porters of Gideon will need to see how the players perform before offering them a position.
- The party is traveling between villages when out from the woods a hideous little creature bolts across the road. The creature is too quick to catch. It moves through the thicket with ease. A player can track it to the pond without much difficulty.
- The Church of Delaquain is still troubled by the disappearance of one of its favorite sons, Ariwan. Through pray and divination the elders have been unable to contact his spirit. They hope the players will assist in finding Ariwan and putting his soul to rest.



Knowledge Illuminates Area Map

 = 1/4 miles

AREA MAP LOCATIONS

NOTES

The location of the Tergul's Workshop is located within the Lacson Thickets next to the Viz Pond (area 4). The thickets have a dense underbrush making movement difficult. There are a few hunting trails, but they end two hexes into the thicket.

Redden Rot Road is nothing more than a sparsely traveled path that connects the villages. Travelers consist of farmers taking their goods to market or a craftsman making his village rounds. Drover Stream is shallow most of the year. It is rich with fresh water clams and small game fish. Travelers water their animals and refill their water skins at Recovery Ford.

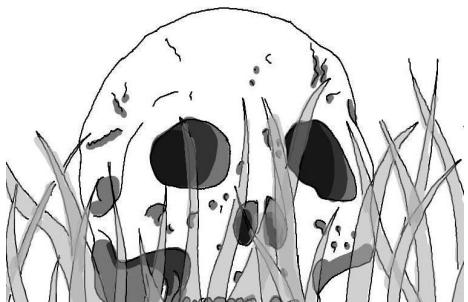
1. HANGMAN TREE

Three nooses hang from a tree next to Drover Stream. The ropes are rotted and will crumble if touched. Under the tree is a cluster of red flowers. On a successful nature or alchemy roll (SC 10), the character will recognize the flowers as Blood Drops (see New Plant Section), a component to increase the potency of healing potions.

Blood Drops add one die to a healing potion result. There are enough flowers to increase two healing potions. The hangman's rope is a component within the ink to create a Speak with Dead scroll.

2. GIANT SKELETON

What looks to be a large white rock from a distance is really a giant skull. Laying within the thick meadow grass is a large humanoid skeleton. The skeleton measures four horses in length. A small **ankheg** makes its home within the skull. Mixed in the dirt under the skull are the broken skeletal remains of three individuals. If the players sift through the remains they will find 13cp, 2sp, a tinker's tool kit (1gp), and two rusted daggers. One of the bodies is the departed Fester, the tinker. The ankheg found him to be a delightful snack.



Ankheg HD: 3, HP: 15, AC: 2 [17] underside 4 [15], Atk: 1 bite 3d6, Move: 12 (burrow 6), Save: 14, CL/XP: 4/120xp, Special: spits acid 5d6 (1/day, save for half)

The ankheg will attempt a surprise attack by burrowing beneath a player and collapsing the ground.

3. BANDIT HIDEOUT

Eight **bandits** live in a crude cabin hidden within the woods. They are led by **Gunther**. There is one trail leading to their hideout. A guard is posted to watch the trail 50% of the time. The bandits steal from the farmers and harass travelers. They will fight if they believe they can defeat their opponents, and will run if combat turns bad. If a strong party approaches, the bandits act like poor, displaced farmers. If the players pay for information or successfully threaten (SC 10) then the bandits will answer any questions.

If the party kills or captures the bandits they will find 2d6cp on each man. Their main stash is in area 7. The bandits promise to show the players where their secret loot is hidden and the location of the pond, if spared.

8 Bandits 0 level fighters, HP: 3 each, AC: 7 [12], Atk: 1 weapon (1d4), Move: 12, Save: 18, CL/XP: B/10, Special: None

Gunther 2nd level thief, HP: 9, AC: 5 [14], Atk: 1 weapon (1d6), Move: 12, Save 13, CL/XP: 2/30, Special: +4 to hit and double damage on backstab

James, a scrawny bandit, cannot keep his mouth shut. When the players talk he will call them names under his breath then deny he said anything.

4. VIZ POND

This pond is a source of viz, appearing as small glowing pebbles within the water. Next to the pond is a man-sized obelisk with two words engraved into it, *Tudas Tuz*. A mage will recognize this saying from his magical training, *Knowledge Illuminates*. If the words are spoken, the obelisk will slide backwards revealing a downward spiral staircase (go to Tergul's Workshop section).

If a player wishes to collect the viz he may gather 3d6 pebbles, but if not harvested with care (SC 10) they will dissolve into the water.



5. GOBLIN CAMP

Seven **goblins** have made camp here. They have traveled a long distance from their tribe. The goblins are lost and drifting farther away. Since their food supply was exhausted a few days ago they are hungry. They have set small game traps around the perimeter of their camp. A player has a 1 in 6 chance of being snared when traveling within adjacent hexes.

The goblins will fight anyone. They have become mad with hunger and exhaustion. Each goblin carries 1d4cp. They carry nothing else of value.

7 Goblins HD: 1d6, HP: 2 each (due to weakened state), AC: 6 [13], Atk: 1 weapon (1d6), Move: 9, Save: 18, CL/XP: B/10, Special: -1 to hit in sunlight

Should the players offer food, the goblins will drop their weapons to eat and then fall asleep where they stand and cannot be awoken for hours.

6. STATUE

Within the clearing stands a 10' tall statue of a human female. Her left arm rests across her chest and the right arm is broken off. A rusted, great shield lies at her feet. A circular outline of a building foundation surrounds the statue.

Older than the kingdom that now rules this land, the statue was built by barbarian tribes that once hunted these woods. They knew her as Malichia, a

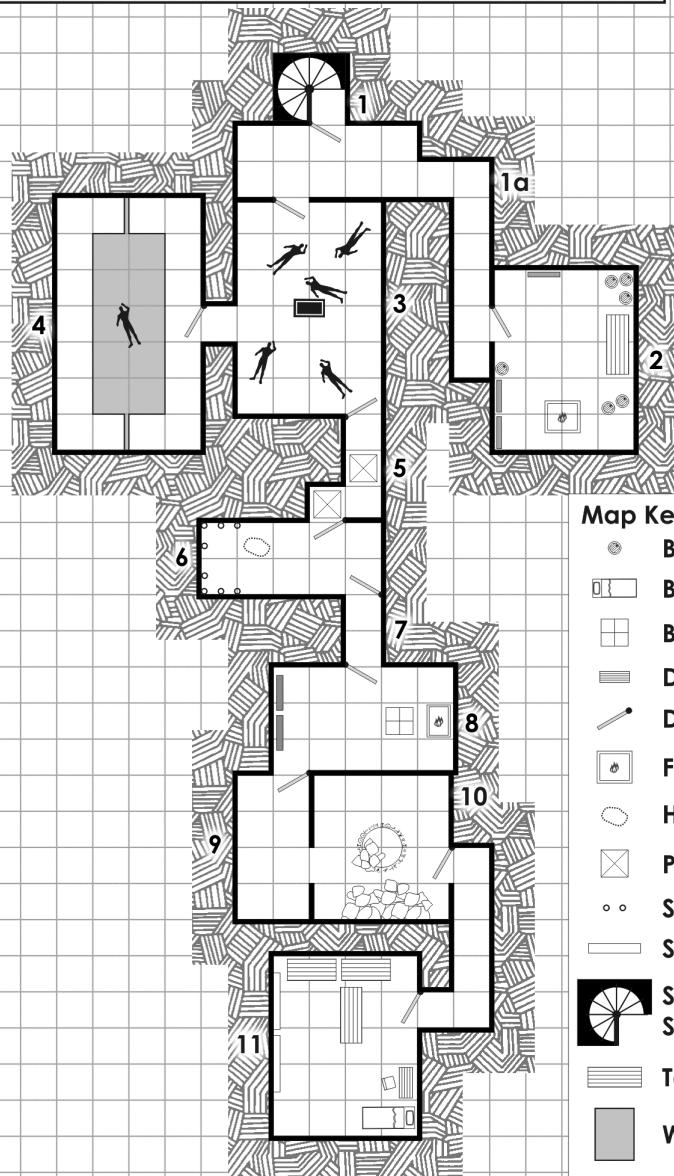
warrior and priestess, an early incarnation of Delaquain. The great shield symbolized her as the protector of the weak. The shield is too heavy to be used effectively in battle.

Should a player investigate the foundation and make a perception roll (SC 15) he will notice a loose stone. Beneath the stone is a crude silver shield clasp. The silver value of the clasp is 10sp, but the historical value to a scholar or a Cleric of Delaquain, is ten to twenty times more.

7. BANDIT LOOT

The bandits (area 3) buried their loot here. Rocks mark the spot. The sack is buried a few inches below the rocks. Within the sack is 20sp, a potion of healing, and two small gems (10sp each).

The bandits, in all their finite wisdom, believe the potion to be poison because of its green color.



Map Key

- Barrell
- Bed
- Burial Pit
- Desk
- Door
- Fire Pit
- Hole in Ceiling
- Pit
- Shackle
- Shelf
- Spiral Stairway
- Table
- Water
- Weapon Rack

TERGUL'S WORKSHOP

NOTES

The workshop is lit by a series of *Continual Light* spells except in areas otherwise described. The workshop is carved out from a yellow limestone and all the rooms and passages are 8' in height. The GM should read through the room descriptions thoroughly. Some descriptions depend on the actions of the players.

1. ENTRY ROOM

The door is made of polished wood with brass bindings. It swings open easily. The walls of the entry room are covered with rotting wooden slats. Many of which have fallen to the ground exposing the limestone beneath. Three tattered cloaks hang from pegs on the south wall directly across from the door. Three pairs of boots are lined beneath the cloaks.

If the players approach the south door they will hear a voice from the hallway to the east (1a) say, "Turn back now. I have unleashed horror. By the Maiden, what have I done?"

The cloaks and boots are worthless as the material is held together by mold. If the middle cloak is searched the player will find one viz pebble. The warning comes from Tergul who cast a *Magic Mouth* spell on a painting. It will repeat this warning every few rounds the players are in area 1 or 1a. The tvorns in room 2 will be alerted if the players make a lot of noise. They will prepare for a surprise attack.

1A. TALKING PICTURE

The hallway is lined with paintings. The first shows a waterfall with an outline of a woman emerging through the water (25sp). The second, a lion slumbering in a grassy plain (10sp). The third, a massive cavern in magnificent detail (50sp). The forth has trees of red with white strands dangling from the branches (10sp). The last and the largest painting, shows a gathering of people in a great hall. The crowd stands with raised goblets toasting a small, timid man at the end of the table (50sp).

Each painting had an emotional significance to Tergul. He cast the *Magic Mouth* spell on the celebration painting. It will continue its warning until it is

dispelled or the painting is destroyed. The rest of the paintings are in poor shape. If there is a dwarf in the party he will recognize the painting of the cavern as Arbernez, the long lost adamantine mine, where the greatest of the dwarven artifacts were created.

2. CHAMBER OF ARROWS

Inside the room is a showcase of different styles of bows and crossbows. There are two weapon racks along the west wall, one holds unstrung short bows, and the second holds unstrung long bows. Several of the short barrels are filled with arrows and bolts. On the north wall there is a weapon rack with a mix of heavy and light crossbows. Hung above the fire pit is a mounted head of an ape creature. Its mouth agape revealing two sets of jagged teeth. By the south wall two creatures battle over a bowstaff. Their gray skin is covered in small thorns.

The **tvorns** use their teleport ability to get behind the players, giving them a rear attack bonus. They will attack until destroyed.

2 Tvorns HD: 2, HP: 9 each, AC: 4[14], Atk: 1d4/1d4, Move: 12/4 teleport, Save: 15, CL/XP: 3/60, Special: limited teleport

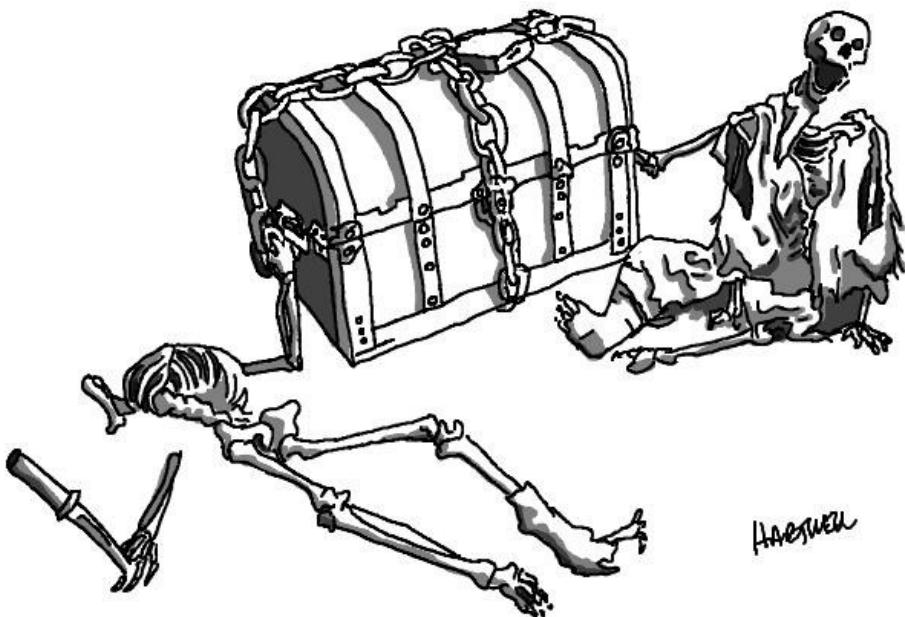
The wood is rotted making the bows and crossbows useless. If the players search or use a *Detect Magic* spell, the players will find four Arrows of Fireball (see New Item section). The tvorns are fighting over a +1 bowstaff.

3. CORPSE ROOM

Several mummified corpses are strewn about the room. They wear armor and grasp weapons. Some of the bones are broken and one skull, still in a helmet, has been knocked several feet away from its body. The walls are covered with torn and rotting tapestries. In the center of the room is a large chest bound by a thick chain and padlock. Two of the skeletons still grasp the handles.

This is where Lorox and his tvorns harvested fresh souls. The chest is a two way portal into Lorax's realm. The lock can only be open by the key in Tergul's journal (see room 11). Every attempt to pick the lock will result with a shock doing 1d6 damage (save halves damage). And attempts to magically unlock the chest will fail.

The armor is useless since all the straps are rotted, but there is over 200



pounds of scrap metal that can be salvaged. A broadsword and an interesting mace in the shape of a boar's head in good condition. Neither is magical, but made from a rust resistant metal. The players will find 5d6 silver coins.

4. MANA POOL

The door to this room is unlocked. A clear blue pool has thirty glowing pebbles (viz) at the bottom. An incorporeal creature hovers in the northeast corner of the room. It releases a high pitched howl and flies toward the party.

The water from the pool is filtered in from the pond above. The body of Ariwan is in the pool. It is his **shadow** that haunts the room. While Lorox reaped the souls in room 3, the tvorns drowned the priest here and was forgotten. If the shadow is killed it will reform in one week and continue its haunt. It will not leave the room. The only way to release the shadow is to take the body from the pool and place it on the altar (room 8).

Each month the mana pool produces 2d4 viz. If the viz is not harvested within a few months it will dissolve.

Shadow HD: 3+3, HP: 15, AC: 7 [12], Atk: 1 touch (1d4 + strength drain), Move: 12, Save: 14, CL/XP: 4/120, Special: drain 1 point of strength with hit, hit only by magical weapons, immune to sleep and charm

5. DARK CORRIDOR

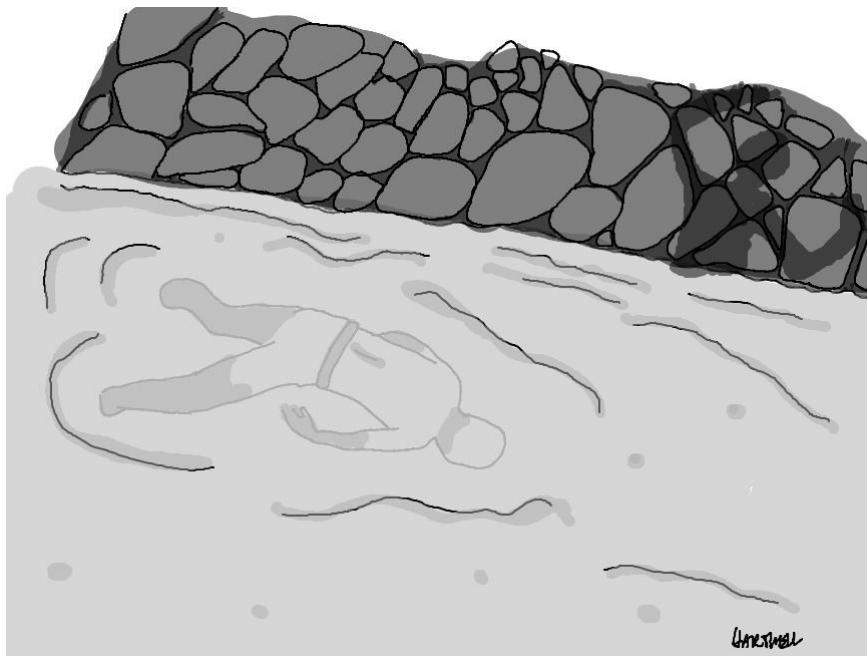
Normal light will not penetrate this darkness. A *Light* spell will only reveal a 10' radius. This corridor has two 10' pit traps (1d6 damage) that are triggered by 100 pounds or more stepping onto the section of floor. The depths of the pits are also within the darkness. At the bottom of the second pit are two skeletons. One skeleton wears three gold rings, two are worth 20sp each and the third is a +1 Ring of Protection.

6. PRISONER ROOM

The door to this room is barred shut. It will take a strength roll (SC 10) to break the beam to gain access. This room is also consumed in a magical darkness. A fetid stench fills the hallway beyond the room. From the west the players hear a savage snarling.

If the players can see: There are six sets of shackles secured into the west wall. A grotesque humanoid struggles against the chains. It snarls and growls at the players. A half an arm dangles from another set of shackles. Next to the door is a lever. Wax seals the edges around the south door.

2 Ghouls HD: 2, HP: 9 and 6, AC: 6 [13], Atk: 2 claws (1d3) and 1 bite (1d4), Move: 9, Save: 16, CL/XP: 3/60, Special: immunities, paralyzing touch



Should a player make a successful observation roll (SC 12), he will see the hole in the ceiling. The **ghoul** that chewed off its arm hides in the hole. It will jump down on an unsuspecting victim gaining a surprise attack. They were once acolytes dedicated to Delaquain. Lorox gathered their souls then twisted them into eaters of the dead.

The lever locks the pits. If the wax seal is broken a pressurized jet of poisonous gas will quickly fill the room (see 7).

7. POISON CORRIDOR

Tergul sealed the doors and set a poison trap here. If the wax seal is broken each player in the room must make a saving throw or take 1d6 points of damage. The gas has lost much of its potency through the years and dissipates quickly.

8. ALTAR OF DELAQUAIN

A bench is wedged against the heavy door making it difficult to open (SC 10). An eerie glow emanates from an altar to the south. A clay urn sits atop the altar. Along the north wall are two shelves of brittle books and scrolls. Two of the scrolls are in good condition. The scrolls are magically preserved. They document the burial ceremonies that a priest would perform to release the soul into Delaquain's realm. It is a valuable text worth 100gp.

Two metal poles stand next to the altar. They are used to remove the burial pit cover. If the body of a faithful of Delaquain is placed on the altar the body will collapse into dust. To complete the ceremony the dust is placed into an urn and then into the burial pit. There are two urns in the burial pit. If the body of the priest in room 4 is given a proper burial the shadow will vanish.

9. STORAGE ROOM

Several small containers, vials, coffers and bottles sit on the shelves. There are scrolls in a small alcove in the wall. The reagents within the containers have lost their properties long ago. The scrolls within the alcove are delicate, but if care is taken a player can learn how to create healing, strength and fire resistance potions.

There is a hidden compartment (SC 15) in the south wall. Within is a tiny vial, its red contents glow. It is a concoction Tergul worked on for years, but it never worked the way he wanted. If a character drinks it he will need to

make a saving throw at -2. If the character fails his save he will be severely sick for 2d4 days and completely incapacitated until the sickness passes or the poison is removed. If the player succeeds he will gain one point of strength permanently.

10. THE WORKSHOP

In the center of the room is a large table covered with broken alchemical equipment and smashed bottles on the floor. Several of the shelves are overturned and broken. A large section of the floor is scorched black and a section of the south wall has collapsed. To the east a door is broken in half and is propped against the side of the door jam.

Among the debris is a large circle with a confusing mass of the runes. The runes are faded and difficult to decipher. The circle is a trap that Lorox left behind. Hidden among the mundane runes is a Ward of Living Death (see New Spell section). A player who steps within the circle will need to make a save or be turned into a ghoul in a day's time. The process can be reversed, but the player must receive the help before the day is done or forever roam the land as a ghoul.

11. TERGUL'S ROOM

The northern section of the room has three tables cluttered with alchemical equipment that Tergul salvaged from the destruction of his lab. A small desk is pushed against the east wall with a small coffer on it. A mummified body of Tergul rests on a bed with a tome clutched in its skeletal hands.

Tergul spent his last days here. The tome describes the horrors that escaped from the chest and what occurred. Within the pages of the journal is the key that will unlock Lorox's chest. The coffer on the desk is unlocked and contains 200sp. Most of his books were destroyed, but hidden beneath his bed are four books on alchemy written in Elvish. They describe the mundane and magical properties of plants, herbs and monster bits. In each description is a section on how to properly harvest and store the ingredients. If brought to a mage guild the four books are valued at 1000sp.



CONCLUSION

Once the players discover the key, they will have to decide what to do with the chest. In one of the adventure hooks the Porters of Gideon will contact the players and attempt to convince them to give them the key and chest. The chest of Lorox is something the players can contend with when they are higher level. The Porters of Gideon will need their help when the time comes.

The GM may allow the players to rebuild the workshop to become a base of operations. They will need to spend $1d6 \times 100sp$ /room in repairs.

If the players sell the viz in large quantities it will attract the attention of the mage guild. The guild will discretely inquire about the viz then use its political power and intimidation to find the location of the pond. If the guild discovers the location of the viz they will claim the land as their own. If there is a mage in the party he will be aware of this.

Another possible connected adventure is the picture of the cavern in 1a, the Lost Mine of Arbernez. If the mine is researched a player may discover clues of its possible whereabouts. The adamantine that makes up the chest, lock and key came from this mine.

EXPERIENCE POINT OPTIONS

The following is an option experience reward system. This will include monsters defeated, money obtained and tasks successfully completed. I provided checkboxes so a GM can track experience easier. This isn't an exhaustive list. As I was writing this I thought, if I was a player I would try to harvest the acid gland from the ankheg. If they can figure it out toss them a few xp.

Since I use a silver standard I give xp for silver gained, not gold. If your campaign uses a gold standard all copper would become silver, silver to gold.

AREA MAP LOCATIONS

1. HANGMAN TREE

- ◊ 25xp for identifying the flowers as Blood Drops.*
- ◊ 25xp for using the Blood Drops to increase the potency of a healing potion.*
- ◊ 25xp for collecting the hangman's rope for a spell component.

2. GIANT SKELETON

- ◊ 50xp for returning Ferster's tools to the village.
- ◊ 25xp for encountering the ankheg, but retreating to fight another day.
- ◊ 120xp for sending the ankheg to insect hell.

3. BANDIT HIDEOUT

- ◊ 25xp for successfully intimidating the bandits.
- ◊ 10xp for each bandit that is given a dirt nap.
- ◊ 30xp for kicking Gunther's ass.
- ◊ 25xp getting the location of the pond.

4. VIZ POND

- ◊ 25xp for finding the pond.
- ◊ 25xp for figuring out how to reveal the stairs.
- ◊ 25xp for successfully harvesting the viz.*

5. GOBLIN CAMP

- ◊ 10xp for each goblin ripped in half.
- ◊ 25xp for feeding the goblins and have them fall asleep. Cause it's funny.

6. STATUE

- ◊ 25xp for finding the silver clasp.
- ◊ 25xp for selling it to a scholar or cleric of Delaquain.

7. BANDIT LOOT

- ◊ 20xp for selling the gems.
- ◊ 20xp for the silver pieces.

TERGUL'S WORKSHOP

1. ENTRY ROOM

- ◊ Hmm, not sure what to give players xp for in this room. Maybe you will.

1A. TALKING PICTURES

- ◊ 25xp for selling the Water Woman Emerging painting.
- ◊ 10xp for selling the Slumbering Lion painting.
- ◊ 50xp for selling the Arbernez Cavern painting.
- ◊ 75xp for recognizing the Arbernez painting and not selling it.
- ◊ 10xp for selling the Solstice Tree painting.
- ◊ 50xp for selling the Overlord's Coronation painting.
- ◊ 10xp for shutting up the Magic Mouth.

2. CHAMBER OF ARROWS

- ◊ 25xp for surprising the Tvorns.
- ◊ 60xp for each Tvorn destroyed.
- ◊ 50xp when the Arrows of Fireball are used.*
- ◊ 100xp for using the +1 bowstaff.

3. CORPSE ROOM

- ◊ Xsp for the amount of silver the scrap metal is sold for.
- ◊ 5d30xp for the silver found.
- ◊ 100xp for Detecting Evil on the chest.

4. MANA POOL

- ◊ 120xp for destroying the Shadow.
- ◊ 250xp for retrieving and placing Ariwan's body on the altar (room 8).

5. DARK CORRIDOR

- ◊ 25xp for detecting and avoiding the pit traps.
- ◊ 40xp for selling the two gold rings.
- ◊ 100xp for using the +1 Ring of Protection.*

6. PRISONER ROOM

- ◊ 25xp for detecting the hole in the ceiling and avoid being surprised.
- ◊ 60xp for each ghoul sent to their final death.

7. POISON CORRIDOR

- ◊ 25xp for figuring out how to avoid the poison gas.

8. ALTER OF DELAQUAIN

- ◊ 100xp for selling the texts.

9. STORAGE ROOM

- ◊ 100xp for a player who learns how to make a healing potion.
- ◊ 100xp for a player who learns how to make a fire resistance potion.
- ◊ 100xp for a player who learns how to make a strength potion.
- ◊ 25xp for finding the volatile Potion of Permanent Strength.
- ◊ 100xp for a player who successfully gains strength from drinking the potion. They get zip if they fail.

10. THE WORKSHOP

- ◊ 50xp for detecting and avoiding the Ward of Living Death.
- ◊ 50xp for preventing someone from becoming a ghoul if the trap is set off.

11. TERGUL'S ROOM

- ◊ 200xp for the silver in the coffer.
- ◊ 1000xp for selling the magical bits of plants and monsters tomes.
- ◊ 50xp for discovering the key opens the chest (room 3).

* *These xp entries are only counted once.*

NEW CREATURE

Tvorn

Armor Class: 4 [14]

Hit Dice: 2

Attacks: 2 Claw (1d4/1d4) or weapon type

Saving Throw: 15

Special: limited teleport

Move: 12/4 teleport

Challenge Level/XP: 3/60



Tvorn is a slave race created by the demon, Lorox. Lorox molded these creatures from the sorrow, nightmares, hatred and regrets from the souls he collected. They appear as gray, molten skinned humanoid creatures with ever changing distorted features.

The tvorns use the ability to teleport up to 40' to position themselves behind their opponents to gain a back attack bonus. They can teleport and attack in the same round. The tvorns attack with their claws or any available weapon.

NEW MAGIC ITEM

Arrows of Fireball

These arrows are difficult to distinguish from normal arrows since no special wood or preparation is needed. Only a *Detect Magic* will identify these arrows as special. When an Arrow of Fireball impacts it will explode doing 1d6 damage in a 10' radius. The arrows are destroyed when used.

Originally these arrows were created for sieges. Although not a replacement for a catapult they made small sieges easier by wreaking havoc for the defenders. There are variants of an Arrow of Fireball, but only a 1HD fireball can be enchanted on a normal arrow. Higher HD Arrows of Fireball may be created, but the arrow must be created with special materials costing a great deal more.

NEW SPELL

Ward of Living Death

Spell Level: Cleric, 5th level

Range: GM discretion

Duration: Permanent until triggered or dispelled

A spell created by Lorox. This ward can be cast on any permanent surface (i.e. will not work in sand or dirt) and remain until it is triggered or dispelled. To be triggered the victim must enter a specific area or pass through a portal. The Ward of Living Death will change *any* living creature into a ghoul. This transformation takes a day to complete. If a character can get the appropriate assistance within that time then the curse can be reversed. Otherwise, the person or creature become a mindless ghoul.

NEW PLANT

Blood Drops

These small plants are easily identified by their bright red flowers with dark red tips. They are often found near gallows or have been found covering a battlefield the next year. These flowers bloom in the late spring and go to seed by midsummer.

They are easy to grow, but the soil needs to be soaked with blood when planted. Blood Drops mature the flowers can be harvested and added to a healing potion. Blood Drops add one die to a healing potion result. Making a normal healing potion of 1d8+1 increase to 2d8+1 and an extra healing potion will increase from 3d8+3 to 4d8+3.

One bunch of Blood Drops is enough to increase one healing potion. Alchemists often grow these in their private gardens.

MORE GREAT STUFF FROM GM GAMES

The Manor

Issue #1



The Manor

Issue #2



Cave of Seilju

By Tim Short



A mid-level,
one page,
Viking themed
adventure.



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KNOWLEDGE ILLUMINATES



Grab your dice and hire some henchmen, you're going to need them. Knowledge Illuminates is a campaign starter adventure full of possibilities. Explore a dark fantasy world in search of an unending treasure. But within this adventure lurks a horror that will haunt the players for years. So buckle up that helmet, sharpen that sword, and bring an extra pair of iron spikes, this adventure is for the big boys.